

Team Contract

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Goals

- What are the goals of the team?
Finish the project a bit ahead of time. Artificial Deadline: 05/13/2014 for something very close to the final thing. May have some problems.
- What are your personal goals for this assignment?
Amol: Learn graphic programming, working with other people
Uma: Further explore multithreaded programming
Sims: Effective debugging, especially in a team project
- What kind of obstacles might you encounter in reaching your goals?
Combining code, some person doing too little work, making a multithreaded program
- What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable?
No, we want to get A's.
- Is it acceptable for one or two team members to do more work than the others in order to get the team an A?
Not intentionally, but if circumstances force us to, then yes.

Meeting Norms

- Do you have a preference for when meetings will be held? Do you have a preference for where they should be held?
Next Meeting: McCormick
- How will you use the in-class time?
Discuss with the mentor about bugs if we have them.
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
Every one-two days.
Time Constraints: Amol cannot meet on Wednesdays. Uma cannot meet on Friday

May 9th.

- How will you record and distribute the minutes and action lists produced by each meeting?

<https://drive.google.com/#folders/0B3jnYYAy4dmzVEFPOW1Ud1FnYnM>

There is a shared Google Calendar for the meetings if required.

Work Norms

- How much time per week do you anticipate it will take to make the project successful?
20 hours
- How will work be distributed?
<https://docs.google.com/document/d/1YjnhNI5F5s0WpQ6y4HnjXHLmV3utfNcptWF7bljwqJ8/edit>
- How will deadlines be set?
We will talk amongst the group at the end of the the meetings to decide the next immediate meeting and some future ones. We will try our best to pick deadlines based on everyone's consent, but if that doesn't work out, then majority will rule in the group.
- How will you decide who should do which tasks?
Whoever knows how to do that task, we can let members decide what they want and assign them based on interest and then if tasks left then they can be assigned by group consensus.
- Where will you record who is responsible for which tasks?
<https://docs.google.com/document/d/1YjnhNI5F5s0WpQ6y4HnjXHLmV3utfNcptWF7bljwqJ8/edit>
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
We will try best to avoid that situation by talking about potential conflicts beforehand. However, if the situation turns out this way, then the rest of the group will have to fill in any parts that were not done.
- How will the work be reviewed?
Before any meeting, review all the new code changes which have been pushed to the repo so we could talk about changes during the meeting.
- What happens if people have different opinions on the quality of the work?
Talk to the mentor if can't be resolved internally. Otherwise, try our best to resolve the

differences in opinion by talking amongst ourselves.

- What will you do if one or more team members are not doing their share of the work?
Contact them/call them, if required talk to the mentor.
- How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?
We will talk through specific habits and found that many of the habits are compatible, we discussed all the constraints so something will work out.

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
 $\frac{2}{3}$ is fine.
- What will you do if one of you fixates on a particular idea?
Voting, $\frac{2}{3}$ majority required. If they want, they can show a prototype or we can talk to the mentor about the idea.