

The team's goal is to successfully complete the project to the best of our ability, helping each other out if we encounter any problems in understanding or implementation. Given the time and learning constraints of the project, it is inevitable that some members may have to put in more work (whether in terms of time or code). In this case, if one team member feels unable to fully complete his or her part of the project, as long as they alert the other team members with as much advance notice as possible, the team should be able to find a work-around to fulfill all deadlines as closely as possible. As long as it is not completely unreasonable, it is acceptable for work to be divided somewhat unequally between the team members.

We will use in time class first to go over any issues or progress since the last meeting. This way we will all be completely up to date. Then, we will work together on the next part of the project, making sure to communicate the main ideas of what we are doing. We plan on having two outside of class meetings a week, for two hours each. We will probably meet after class is over somewhere easily reached by all of us, such as the Student Center.

We will divide up the work according to the table below:

	Core ADTs	User Interface	Networking
Specs	Fernando	Amy	Yasmin
Test	Amy	Yasmin	Fernando
Code	Yasmin	Fernando	Amy

This chart will be updated as necessary to reflect actual work, which can also be monitored via git commits. If necessary, an additional document will be created to track work.

We will decide on appropriate deadlines for different aspects of the project, according to the different deadlines listed on the pset handout. Ideally, work will be done a few hours before each deadline so that team members can make any final changes if necessary. If someone doesn't follow through on a commitment or is not doing their share of the work, they have to pay for the group to go out to dinner at Top of the Hub. With regards to work habits, we will try to give one another leeway as long as constraints are set in advance, but we will speak up if anything prevents each individual member from completing their own tasks. In general, we will trust each other to do things correctly, but any team member can review the code of another member if so desired. Before handing in a final copy for a deadline, we will each review all code being submitted for errors.

We will not require 100% approval for every decision, but should discuss any major decisions, aka anything that will impact the work of other team members or the outcome of the final project. If someone is fixated on a particular idea, we will make a list of pros and cons to decide if it is a valid idea, and then decide as a group if we do or do not want to continue with this idea.

Amy Apostol

Yasmin Siahpoosh

Fernando Ortiz

11/29/2017