

Team Azure Contract

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EXPECTED LEVEL OF ACHIEVEMENTS AND EFFORTS

Not only are we all hoping for an A in the class, but we are also looking to achieve a personal sense of pride and accomplishment in our work. Because we have a common goal for level of effort, we are planning to divide the work roughly equally amongst the three of us. We intend to divvy up work based on difficulty of task. Due to differing levels of experience and efficiency, the time each member spends per week will vary.

PERSONAL GOALS

Victoria: I hope to create a product encompasses the design principles learnt in class, as well as creating a product that will persist even after class ends.

Angela: I hope to make something that will be actually used by real users using the technology and design principles I learned throughout the semester in 6.170. I would also like to include this project on my personal github repo, as a showcase of my coding work. In addition, it would be nice to get an A on this project.

Julianna: My primary goal is to be a useful and dependable teammate. Although I am taking this class on P/D/F, I hope to use the material I have learned during the semester to build a great product and to earn an A on this project. Upon completing this project, I hope to view it not only as a completed requirement for the course, but as something I am genuinely interested in and proud of.

TEAM MEETINGS

Frequency & Length

We will be having team meetings bi-weekly on Mondays and Wednesdays starting at 1PM (class time). Each meeting will include an Agile-style stand-up session and a work session. The stand-up session will last <30 minutes, and the work session will vary depending on each member's schedule.

Location

Barker 8th floor cubicles.

Meeting Content

Standup: Following the Agile methodology, at the beginning of each meeting, we will each talk about what we've done since the last meeting, problems we've run into, what has worked and

what hasn't, and what we each plan on doing before the next meeting.

Work Session: Then, we have a coding session, where we will each be working on our individual assigned issues and features of the project.

QUALITY OF WORK ASSURANCE

Issues will be shared between team members using the Github Issue Tracker. This also acts as a forum for discussion outside of our regular meetings.

We will also use different branches while implementing different features, and merge these branches into master using pull requests. These pull requests will be reviewed and merged by another team member, allowing quality code and team agreement. All discussions/comments will be made on the pull request.

DECISIONS AND DISAGREEMENTS

We will be discussing key project decisions as a team and hope to reach agreement amongst all team members. However, if we can't all reach an agreement, we will resolve this by majority vote.

If an issue does arise where discussion takes too long and becomes unproductive, we may cap the discussion at half an hour and immediately take a majority vote.