

B. Team Contract

Date: Jan 25, '19

Tutorial Section: 01

Team Number: _____

1. Team Goals

- Good grade, good software
- Learn new technologies

(e.g., get a good grade, make a visually appealing application, create a useful application, etc.)

2. Team Roles (e.g., Code Reviewer, Lead, Designer, Architect, Technical Writer, Coordinator, etc.)

Name	Roles	
Oliver	Programmer, Contact,	Roles will be determined as we progress and learn one-another's strengths.
Seung Bin	Programmer,	
Kevin	Programmer,	
Artem	Programmer,	
Victor	Programmer,	


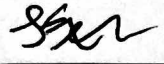
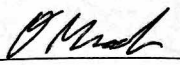

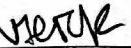
3. Team Organization

How will you communicate?	Slack, Private Channel (e.g., Email, Skype, Instant Messaging, etc.)
Where/when will you meet?	On-Campus, as required. Likely Fri afternoons. (e.g., On-Campus, Off-Campus, Mondays, etc.)
How will you share files?	GitHub (e.g., Email, USB, Dropbox, BitBucket etc.)
What operating system will you use?	(Pending) Development for AndroidOS (e.g., Scientific Linux, Ubuntu, Windows, etc.)
What editor(s) will you use?	IntelliJ or Eclipse (if Java) (e.g., gedit, Notepad, etc.)
What editing style will you use?	JavaDoc / NO PARAGRAPHS of comments (e.g., indentation? commenting? etc.)
Any additional considerations?	

4. Expectations from Team Members (e.g., Attend all meetings – Bring donuts after missing a meeting, Complete project task before class – Kicked out of team if not completed 3 times, Be open to contributions and ideas from all team members, etc.)

Expectation	Consequence if expectation not met
Show up or notify group	3 absences = talk to prof / remove from group
Meet deadlines	3 "
<u>Communicate</u> Issues and Absences	" "

All team members participated in formulating the standards, roles, and procedures as stated in this contract. We understand that we are obligated to abide by these terms and conditions.

- 1)  date Jan 25
- 2)  date Jan 25
- 3)  date Jan 25
- 4)  date Jan 25
- 5)  date Jan 25