

6.031 Egregiously Bunnilicious Notes (EBN) TEAM CONTRACT

Goals

- What are the goals of the team?
 - TO GET AN A on this project. To learn!
- What are your personal goals for this assignment?
 - To get experience building an integrated, complete project with multiple integrated parts. To get experience working on a team with technical. To get comfortable working with code that does things with music. <3
- What kind of obstacles might you encounter in reaching your goals?
 - Individually: technical challenges, debugging, specing and revising specs and tests
 - As a team: coordinating who does what, actually getting it done, resolving conflicts over different ideas or approaches we want to take to implement something. (the spec is gonna take some work)
- 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?
 - Not okay, because we all want As so we are gonna get As
- **Is it acceptable for one or two team members to do more work than the others in order to get the team an A?**
 - **NO**

Meeting and Communication Norms

- **How will you use the in-class time?**
 - Effectively. Ask each other about parts that we are blocked at. If none, we can just work individually. Be vocal about asking for help. Use lukea.
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
 - >5 hours meeting outside class.
- Where and when will outside-class meetings be held?
 - on campus (in a classroom) or McCormick seminar room
 - See [when2meet](#).
- **How will you communicate outside of meetings?** (Email list? Realtime messaging platform?)
 - Messenger group chat

Work Norms

- How much time per week do you anticipate it will take to make the project successful?
 - 10 hours outside of class, plus 4.5 hours in class each week
- **How will work be divided among team members?** (Show how you filled in the Latin square from the project handout.)

Point (Code reviewer)	Parsing & AST: making the grammar, parser	Sound playback: Making the ADT, figuring out Java's midi library, thread safety	Lyrics streaming, implementing the web server
Specs	Jordan(Chris)	Erica(Jordan)	Chris(Erica)
Test	Erica(Jordan)	Chris(Erica)	Jordan(Chris)
Code	Chris(Erica)	Jordan(Chris)	Erica(Jordan)

- **Where will you record who is responsible for which tasks?** (You will have more fine-grained tasks, and the Latin square is too coarse by itself.)
 - We'll make a [separate doc](#). People will add to-dos to this doc, and put their name next to things to claim.
- How will deadlines be set?
 - We'll set milestones at relatively evenly spaced out times, and meet those as we go. We'll follow all class deadlines. We'll front-load the work so we aren't coming close against deadlines.
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
 - (metaphorical) firing squad - firing them with questions. "Why you late, huh? Why you not on top of your work, huh? Why you slackin', huh?" No excuses. Throwing shade on them. Reporting them to the TA so TA can also throw shade on them.
- How will the work be reviewed?
 - By each other (see Latin square)
- What will you do if one or more team members are not doing their share of the work?
 - (real) firing squad - firing them with questions, obviously. idiot.
- 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)?
 - No procrastination. Let's get everything done early. Everything done before 5/13 – last changes, optimizations, etc can be done after 5/13.

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
 - We'll strive to get 100% agreement, but in the case that's not possible, we'll do majority vote.
- What will you do if one of you fixates on a particular idea?
 - If it aligns with how the others want to solve the problem, great. If it would make the others have to significantly change, though, then we'll have a conversation about it and try to make compromises. Be open-minded, don't get attached to your open code or the work that you have done.