<div align="center">**Team Name: Fast & Ntense**</div>

Team Members: Bemnet Abebayehu, Ben Zhao, Duy Nguyen, Khizar Qureshi, and Ntense Obono

Team Agreement

The goal of this document is to get everyone on the same page with regard to how the team will get work accomplished.

This contract was created with all five group members' ideas and inputs

As a team, we aim to gain general experience with Git along with other languages employed in our team project and their various features to enhance our perception of standard practices regarding long-term development cycles. We also yearn to contextualize and identify common biases and prejudices used in these standard practices we are taught to employ to instill various confident approaches that aim to be non-discriminatory to our users.

We commit to understanding and aligning with the team's purpose and goals, and working collaboratively towards achieving them, leveraging each team member's unique skills, backgrounds, and strengths. This aids in helping team members garner a sense of camaraderie, in which they feel confident in pitching insight comfortably without the fear of having the insight in question dismissed by their teammates. In terms of handling conflicts, we all commit to "forgiving but holding accountable". This means that although the other team members outside of conflict will pick up the slack in the meantime if a conflict arises, they will still make time to address the issue to avoid any future hindrances or harmful repeating behavior to the overall well-being of the project afterward. Our main medium of communication regardless of whether we meet in person or online will be the use of the "liveshare" feature in vscode, which will allow all members to follow and view each other's edits to the code in live time. Additionally, we will communicate through text messages, Gmail and Google Chats for any further conflicts that arise.

Collaboration FAQ's

1 . What tools will you use for communication? Slack? Discord? Email? Group Text Messages? Carrier Pigeons?

We will use a text group chat as a reminder of standard meet-up times and to alert other team members of individual delays, and to finalize individual push and commits to the code. We will use slack as well to send pieces of code that haven't been pushed to be retrieved by other members of the group as well to send invitation links to a vscode liveshare session to edit the code together. Each member will additionally make sure to check Github everyday to confirm certain pushed code is in fact not warped and in the correct format.

2. How often do you expect each person to check project related messages? If you ask a question, when should you expect a response? Are there hours of the day when messages should not be sent?

We're expected to check project-related messages 5 times a day. If a question is asked, it should get a response no later than 24 hours later.

Hours of day when messages should not be sent
- Between the hours of 11:30 pm and 8 am

3. How do you keep track of who is working on what task? Trello? Some other kanban board? Assigning GitHub Issues? Something else? (Note: Two is often a good number of people to assign to a task.)

We will keep track of who is working on what task:
- Jira Board: We notes our assignments, deadlines, and progress after we decided in the meeting
- Github: We use Github to keep track of the code source
- We will assign tasks and keep group members updated based on the progress of each task whether not started, in progress, or completed
- Each task will have at least 2 people assigned to it

4. How/Where does your group record decisions?
- We will use a scrum board to keep track of our decisions. If we run into conflicts, all big conflicts will be addressed and discussed at the beginning of each scheduled team meeting. If a conflict can't be resolved between members, the team will default into making separate branches that they will work on individually and pitch in the next meeting if success is found in their implementation. After each implementation is presented, the team will take a vote as to which solution they will continue with.

5. When will these standup meetings take place?

- Don't solve problems at Stand-up meetings, just check in and if there is an issue assign a couple of people to discuss it in between meetings.
- Stand-up meetings can be in Leighton, Olin, or online on Zoom
- Preferably we will meet in person 3 times a week, however, if we need to move these Zoom then we will do so

6. When will you block out time for longer meetings when you have larger issues to discuss among all team members? (Note: My advice is to use these meetings primarily for big-picture design questions.)

We plan on meeting on Sundays from 6 P.M. to 7 P.M. in Olin 310 or Olin 306. We also plan on meeting on Monday from 9:00 P.M. to 10:00 P.M. These meetings will be primarily used with big-picture design questions. Additionally, we will use these meetings to reassign assignments if some group members are stuck on a particular issue.

7. How are we going to hold everyone accountable

Accountability Measures: Meeting at the start of the week to check about external software and resources needed for development, check that commits and branches have been checked regularly

Accountability Measures: Meeting at the start of the week to see the results from the prior week and limit tests to make sure all minor bugs

8. How do we plan on splitting up the work due each week

Every member of the group will make sure to meet at the earliest possible date after a team deliverable is assigned. After thoroughly reading the parameters of assignment, the technical explorer will verify what programming resources will be needed to accomplish the task and the lead organizer will highlight future meetings. This leads the main debugger to then assign what he immediately needs help with as well as what the other members can brainstorm and code, given their specialities to convene on a later date and compare their answers for something that may be estimated to be a lot of work.

9. How will you address conflict or deal with disagreements within the team?

All big conflicts will be addressed and discussed at the beginning of each scheduled team meeting. If a conflict can't be resolved between members, the team will default into making separate branches that they will work on individually and pitch in the next meeting if success is found in their implementation. After each implementation is presented, the team will take a vote as to which solution they will continue with.

10. Initial Topic Selection

Our team is leaning towards option 2, in implementing a turn-based game. We are interested in board games, trivia games, and word games similar to Scrabble and Wordle.