Goals

- What are the goals of the team?
  - Finish the project well in a reasonable amount of time.
- What are your personal goals for this assignment?
  - Develop better software engineering skills and gain experience with version control / working on a team
- What kind of obstacles might you encounter in reaching your goals?
  - Members may be busy with other things (interviews, exams, etc.).
- 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?
  - Whoever wants an A can pick up the slack.
- **Is it acceptable for one or two team members to do more work than the others in order to get the team an A?**
  - Yes but not ideal

Meeting Norms

- **How will you use the in-class time?**
  - Talk about goals / designing specs / high level overviews
  - Can work on implementations if there's time
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
  - At least one meeting next week.
- Where and when will outside-class meetings be held?
  - Meet on campus / student center sometime in the evening

Work Norms

- How much time per week do you anticipate it will take to make the project successful?
  - About as much time as a pset
- **How will work be divided among team members?**
  - Will discuss in team meetings.

	Parser	ADTs	Simulation
Specs	yunyizhu	rhealin	cqiu
Tests	cqiu	yunyizhu	rhealin
Code	rhealin	cqiu	yunyizhu

- **Where will you record who is responsible for which tasks?**
  - Make a google doc / sheets where we list names + tasks
- How will deadlines be set?
  - On the above mentioned doc / sheet
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
  - Reach out to the person and check in -- if that doesn't work, turn to TA mentor
- How will the work be reviewed?
  - Make comments on our Google doc / sheet of tasks
  - Notify teammates whenever changes are pushed and have them look at the changes before they pull
- What will you do if one or more team members are not doing their share of the work?
  - See not following through on commitment
- 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)?
  - Set smaller + larger deadlines

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
  - Need consensus for specs not necessarily implementation as long as it works
- What will you do if one of you fixates on a particular idea?
  - Majority rules

Team Members: Celine Qiu, Rhea Lin, Yunyi Zhu