

## **Team Work**

### **Group Name: AAA**

Group Members: Richard Park, Dongyoung Kim, Ebenezer Sefah, Christian Londoño

### **Expected level of achievement and effort for each team member**

- Will make it to all meetings. In the event that a member can't make he will inform the other members about his absence in advance but will try to make it via Google hangout or skype.
- Each team member is responsible for communication with other team members whose work directly depends on their work.
- We will strive to have a realistic(user friendly and useful) and professional looking product at the end of this project.
- We as a team recognize that there will be schedule conflicts and we will try and accommodate each other's time.

### **Personal goals for each team member**

- Richard: Gain a group experience and learn technical challenges involving third party libraries.
- Dongyoung: Gain web development experience within a team. Gain fluency with regards to javascript and ruby.
- Ebenezer: Gain teamwork experience and learn better practices in terms of code and design process. Learn more about web apps.
- Christian: I want to gain skills in producing complex web apps with a team. The ability to divide work up fairly and navigate deadlines in a timely fashion. To build efficient backend code that complements sleek frontend design.

### **Frequency, length and location of team meetings**

- Location:
  - Barker 8th or Student Center lounge
- frequency:
  - Tuesdays 5pm-6:45pm
  - Fridays 2pm-5pm
  - Saturdays 1pm~6pm
- mentor meeting:
  - Thursdays 5pm

### **How quality of work will be maintained?**

- We will look at each other's codes and send a group email if anything needs extra work or improvement.

### **How tasks will be assigned, and what to do if deadlines are missed?**

- We will capitalize on each other's strength first but keeping in mind the space for others to also learn.
- We will start with who feels they are most comfortable of best suited for the task and then also consider members that want to learn more about certain tasks.
- We will talk about each task in terms of design so that when the actual work is split up, its pure implementation and most of the design is already done as a group.
- In terms of decisions about a certain task after the group has talked about it the person responsible will make decisions whether it is design or implementation and inform the team later.

#### **How decisions will be made and disagreements resolved**

- We will try to reach unanimous consensus on important decisions by enthusiastically persuading disagreeing team members.
- Else if that doesn't work out, we will decide by a majority vote.
- Else if we can't reach a decision by a majority vote, we could seek advice from the mentor TA.