ShenaniGANs Team Contract

Members:

      Daniel Hackney, hacknedn@mail.uc.edu, (513) 614-5249

      Tim Neale, nealetw@mail.uc.edu, (513) 560-8807

Advisor:

      Badri Vellambi, vellambn@ucmail.uc.edu, +1 (513) 556-2885

Team Meetings:

- Plan to meet at least once per week
- Average 4 hours of meeting time per week
- Regularly scheduled in-person meetings at 1:30pm every Monday
- Members are expected to adjust their schedules to accommodate additional meetings if necessary

Project Focus:

      Our project is focused around the design and applications of Generative Adversarial Networks (GANs). We intend to focus on realistic image generation centered around dinosaurs and prehistoric animal life. As the project progresses, we may broaden or narrow our focus for image generation depending on computing power and resulting output.

      Both team members have similar backgrounds in software development, as well as similar experience with GANs, and will be expected to perform equal amounts of research and design towards project deliverables. The roles of each team member will be identical in that research should be shared and development should be peer-reviewed. Open lines of communication between team members and the project advisor should be maintained to keep all aspects of the project transparent.

Decision Making:

      In the event that a dispute between project specifications or implementation details arises, the project advisor will have the final say, assuming that the team members cannot come to a unanimous agreement after careful discussion.

Quality of Work:

      All assignments and project deliverables should be completed before their expected deadlines and to a standard that would yield an acceptable grade amongst the team members.