Group Contract: CSE 110 FA21 Team 10

Primary Means of Communication:
- Contact hierarchy: slack > email > phone #

Expectations:
- Be courteous and non rude. Be very cool.
- Be honest about your situation.
- Weekly standup - Everyone should fill it in weekly
    - Goals, previous work, how you're feeling
- Time commitment: Try to do your work to the best of your ability. If you have extra time, you can try to help other groups. (~5ish hours per week!)
- Keep designated (relevant to your role/direct messages) slack notifications on
- It is understandable that other work can become overwhelming, so you can do less work for one week
    - It's expected that you let the rest of the team know upfront so we can adjust accordingly

Scheduling Meeting:
- We will be meeting on zoom weekly with an asynchronous option
    - If you can't meet on the main weekly, you can fill out the meeting notes/standup and do 1 on 1s whenever convenient

Role Responsibilities:
- Project Manager:
    - Delegation of tasks
    - Set direction of project
    - Manage schedules/roadmaps
- Designer:
    - Create mockups
    - Think about interactions with our product
- Frontend:
    - Work to implement the designs from designers
    - Putting the ideal product into practice
- QA/Documentation
    - Maintain code style
    - Set up unit testing/CI
    - Documenting code/setting standards
    - Wiki/readme maintenance
- Algorithms
    - Create algorithms for use in product
    - Design workflow/pipeline for project
- Backend
    - Create and design backend
    - Consider implementations of algorithms and databases

Conflict Resolution:
- If the rules aren't being followed, team leads will contact you and try to come up with an amicable solution.
- Direction of the project is made by team leads but should be influenced by the team as a whole and by the TA.
- If many rules aren't being followed constantly, we'll notify the TA and allocate your work.

Signature:

_yunha choi_____