

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:

Jimmy Doan