Team 4 - The Win - Group Contract

Purpose and Objectives

- Make a portfolio-worthy project

- Stand out

- Learn how to work collaboratively

- Land an internship with experience gathered in this course

Team Values

- Responsibility in our work

- Punctuality in communication

- Transparency with issues

- Respect each other's work, time, and differences

- Adapt to changes as they come

Roles

Logistical

- Meruj: Team Leader

- Arman: Asset Acquisition and Assistant

- Eve: Lead Designer

- Richard and Mohamed Mazen Hamdi (Mo): Testing and DevOps

Programming

Team 1

- Ali: Front-end (HTML/CSS)

- Jude, Kyle: Back-end (JavaScript)

Team 2

- Xiao: Front-end (HTML/CSS)

- Arul, Eric: Back-end (JavaScript)

Rules

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- Soft submission deadline: 9 pm on the day of submission.

- Questions/issues must be reported before 9 pm (Meruj may be unavailable afterward).

- In emergencies Arman submits; if unavailable, Meruj submits after 9 pm only for severe cases.

- Absences and other problems must be reported in the #All_Excuses Slack channel.

Meetings

Meetings will be held every Tuesday and Thursday.

Required attendees will be announced in the #announcements channel.

Issues & Resolution

- If an assigned person is unavailable, another member with less work will take over after informing Meruj.

- If no one can cover the task, the team will redistribute workload or Meruj will intervene.

- Chronic unavailability, missed work, or toxic behavior (blaming, shaming, scapegoating) will be escalated to the TA.

Communication Channels

Each programming team has its own Slack channel.

All channels are readable by everyone, but writing permissions are limited.

Single-member roles can message the whole team or Meruj directly.

DevOps

- Jest is used for testing; linting is configured throughout the codebase.

- GitHub Issues plus an issues table in Slack are used for tracking tasks.

Signed by:

Mohamed Mazen Hamdi

5/10/2025