

6.170 Project: Marauder's MIT Team Contract

Team members: Connie Siu, Tiffany Wong, Caitlin Mehl, Linda Wang

Goals

We have set team and personal goals for ourselves that we hope to make tangible progress towards through the course of this project.

Our personal goals include:

Caitlin: practicing high-level system design, and getting experience with designing and building a robust and scalable system

Linda: gaining experience in building a full stack web application, data modeling, and good design practice.

Connie: learning how to design and create a robust and useful web application

Tiffany: becoming well-experienced with full stack web development and being able to lead future web development projects.

As a team we would all like to learn how to fully implement a secure, stable, robust and easy-to-use web app. Learning is our main goal for this project, but we would also like to get a good grade as long as we aren't sacrificing our other classes or our mental health. To this end, we agree as a team to try to get things done as early as possible, as well as maintaining strong communication with each other.

Challenges We Might Face

We foresee some of the following challenges and propose a solution for each:

Members of the group might get too busy:

- In addition to trying to front-load the work so that we have a lot of buffer time, we also will allow teammates to load balance by working more when they have free time, and pushing less code when they have a lot on their plate.

Members might have disagreements about the design:

- We will require 100% consensus for large design changes, but will allow members to make personal decisions for small changes.

Members might have disproportionate work:

- We will be understanding of each others' course loads: if there are weeks where some members have a lot going on but others do not, the people with more free time should help the others out.

One member might fixate on a particular idea:

- We will allow the teammate the opportunity to make a mockup and formally pitch the idea to everyone, whereafter the group will take a vote. After the vote, the conversation will be finally settled, and the team member must submit to the rule of the majority.
- We will remind the team member of the contract and that we need 100% consensus to make a decision.

Team members might turn in disproportionate quality:

- We commit to learning and teaching as much as possible. We commit to talking openly with team members who we believe can improve and providing to them the opportunity to learn: we will offer pair-programming and teaching to help team members learn the skills necessary to improve quality.

One member might not do her share of the work:

- We agree to talk with the team member about it and see if she needs temporary help with the workload or if there is any way we can resolve the issue.

A deadline might be missed:

- We agree to work extremely hard to meet deadlines and make sure that work is turned in as quickly as possible. After the work is finally turned in, we commit to discussing what went wrong and making changes in order to meet the next deadline.
- As preventative measure, we have a spreadsheet containing all of the deadlines by week, as well as notes/conflicts for individual team members and goals for the week.

Work and Meeting Norms

We will meet at least once a week for two hours in either the McCormick dorm or the fifth floor student center in order to discuss plans for the upcoming weeks and distribute tasks. We will also devote additional time during this period to working simultaneously on the project together. We expect each person to contribute 6-10 hours of coding work per week.

Tasks will be assigned at each of our weekly meetings by letting members choose which parts of the project they are most interested in. We will attempt to make work uniform in terms of the number of hours and the level of interest of all users. This might often mean that if a particular member gets to work on something very interesting, she might be asked to also take on a few smaller less interesting tasks as well in order to be fair. Task assignment will be decided by discussion and will require unanimous approval.

Quality of work will be maintained by making a thorough product review and quick code audit at every weekly meeting to make sure the project is on track. Anything that does not meet our quality standards will be placed into the round of tasks for the next week.

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