Team Contract

Team: JuiCy buNS

Expected level of achievement and effort for each team member

We all agree to that at the minimum, we'll create a working web app that satisfies the criteria of the final project. After completing the minimum requirements, we'll polish our web app as much as our time and motivation allows.

Personal goals for each team member

Each of us are interested in all aspects of the development of the app, including the design, actual coding part, and testing. We'll expect each member to participate in different features of the app but be able to touch upon all parts of software development.

These parts include:
- Thoroughly planning the project using concept designs from lectures.
- Coding our project using reactive programming.
- Learning how to create collaborative web apps.
- Evaluating our project using heuristics, testing our project, and making amends based on feedback received.

Frequency, length and location of team meetings

Weekly team meetings according to our schedules, each a few hours long (to work as well as discuss together, hackathon style).

How quality of work will be maintained

Everytime a pull request is created, we all look over the code changes and reject, approve, or leave comments. We'll make sure to put in comments for complicated code.

How tasks will be assigned, and what to do if deadlines are missed

We'll split up tasks during each weekly meeting, and split them based on what each of us are most experienced in / want to learn. If deadlines are missed, we'll make sure it won't happen again by meeting up more frequently to ensure everyone has completed their tasks.

How decisions will be made and disagreements resolved

We will make important decisions in in-person meetings and discuss. If members have conflicting opinions, we'll resolve disagreements by making amends to decisions until all members are satisfied, or have a majority vote.