

Team Contract

11/3/2014

Member Expectations & Goals

Expected level of achievement and effort for each team member

We expect all members to contribute equally and work well as a team to meet the project requirements.

Personal goals for each team member

Dennis

- I hope to take all of the design principles and other practices of web development that we have learned in class and apply them to a large project built from the ground up. Also, with this project, I hope to get comfortable enough with the skills I need to continue developing applications outside of this class. On a final note, I hope to have fun implementing ideas with my team while maximizing my learning.

Alex

- My main goal is to be able to come up with an idea and then come up with a good code design that will flow naturally to a proper implementation with good coding practices. Since this is my first contact with web development, successfully implementing a working and useful application will be a good first step in developing further skills.

Ryan

- I hope to improve on all of the design topics that were lacking in my earlier projects and grow more comfortable with the principles of security. Another main goal is to get a better grasp of how to start a project from scratch, as I was not the one in charge of project set up in project three.

Aaron

- Personally, I would like to learn from the mistakes I made on Project 3 to implement a solid web application by helping to manage and drive the team. I also want to take some of the UI design principles I learned in 6.813 and apply them to the creation of the front-end of our application

Meetings

Frequency, length and location of team meetings

Our goal is to get our main work for the deliverables done by the end of the weekend, and to meet briefly during the week to prepare for meetings with TAs and establish a plan for the work we will have to do on the weekends. Locations of the short meetings will be determined on a week-to-week basis, but the longer, weekend meetings will be located in the Student Center.

Work Logistics

How quality of work will be maintained

To maintain the quality of work, we will have every member review each other's code in order to both maintain the quality of the code and ensure all members know how each part of the application functions.

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

We will use Asana to manage the assignment of tasks over the course of the project, where we can view everyone's assigned tasks and their respective deadlines. Ideally, everyone in the group will be a lead on a task, but we all believe that we can effectively work together to accomplish tasks.

We hope that missed deadlines won't be a concern, but in the case that they happen, whoever failed will be responsible of bringing cookies (preferably Oreos) to the next team meeting and we will reflect on why it happened and use it as a learning experience to move forward. Additionally, we will publicly shame one another to ensure it doesn't happen again.

Decision Making & Conflict Resolution

How decisions will be made and disagreements resolved

At each step of the project, we will come to decisions as a group and work towards accomplishing our goals. Disagreements will be resolved through voting, peer pressure and, in the event of a tie, compromise or arm wrestling.