

ABC Player Team Contract **{drevo, jesharpe, dmendels } @ mit.edu**

Goals

Our team has agreed upon the goal of getting an A on the assignment and finishing with plenty of breathing room before the deadline. We would also like to ensure a pleasant working experience. If one person in the group decides that a B will be acceptable, we will meet with that person to convince them otherwise, with reference to this document. If that fails, the group members who want an A will still give their best effort to achieve that goal.

It is hard to say what is an equal amount of work. Writing how many tests equals writing method? Does catching an error count for more than preventing one while you are writing? Such questions border on philosophy. What is important is that all group members go to meetings, spend a roughly equal amount of time, and either complete their own tasks or let others know when they need help. This is our metric for equal work.

Meetings

Meetings will be on October 15th, October 17th, October 19th, October 21st and, if necessary, October 24th. Meetings will be held in class, if there is class that day. *We will use the in-class time to work together in the student center.* On non-class days, meetings will be held in the student center unless all of the group members specifically agree otherwise. Each meeting will begin with a status update from each team member. Based on these updates, we will reflect on whether or not we have reached our desired milestones. This reflection will inform our goal-setting for the next meeting. Official meetings will take an hour or less, but we will likely work on our implementation for several more hours after each meeting. We will record meeting minutes in a Google Document, and record action lists in a "TODO" Google Document.

Conflict Resolution

We choose the other members in the group based on a desire for excellence and for an A. So this underlying motivation is the best for aligning all of our efforts. Ultimately, tests and successful playing of the example files will determine if a strategy works or not. We plan to be rigorous and data-driven. More on this below in decision making.

Issues with a single member of the group will be handled reasonable and with a talk from the other members.

Work

We anticipate that it will take roughly 10 hours per group member per week. We plan to meet and do much of the work by pair programming. We expect this will reduce errors, keep our task list organized, and generally improve work flow. We will record who is responsible for which tasks in a TODO list in a google doc. We will be doing peer code review, and each member will be alternating the writing of test cases and methods. Problems with work standards will be dealt with as per our conflict resolution standards.

Decision Making

We hope that in our group decisions will be dictated by hard facts and test cases. We should be able to come to a unanimous consent on any topic. But if not, our ultimate fallback is a vote. The 2-1 decision will decide the course of action. Extreme cases could also be decided

by a single member writing another branch, demonstrating the validity of their approach, and a subsequent merge upon showing success.