

6.170 Team Contract

Expected level of achievement and effort for each team member

Ideally, we share work equally, paying attention to each member's various strengths and weaknesses. When one of the members won't have enough time to do their share, the remaining members will pick up the slack by dividing it equally (or as makes sense) amongst themselves.

Personal goals for each team member

Amanda

Learn more things about web programming and design, and make a product that I'd use if I were in the target user group.

Sam

I'd like to learn how to use more web frameworks and plugins, and how to make a user interface intuitive and beautiful.

Ever

Learn more about general design and architecture of large web projects. Namely in the context of developing well designed, maintainable, and reliable web applications and systems.

Sin

Become a more efficient web programmer, learn more web frameworks, practice making elegant designs. Build something cool.

Frequency, length and location of team meetings

Weekly sync meetings will be on Mondays around when the lectures used to start at, for 30-60 minutes each. The location of these meetings will switch between BC and EC. The focus of these meetings is:

- To make sure that work is getting done as planned
- To notify the rest of the team (and replan) when trouble arises
- To assign the next week's expected work

Moreover we will to have biweekly work meetups during the normal lecture hours should we be available to work in the same room and help each other out should we be getting stuck on our

parts of the project. Also we will aim to have a snack provide on a team snack rotation basis to keep people motivated to come to the work meetups.

Initially, these weekly meetings will be longer (closer to 60 min), and more design-oriented, to make sure that everyone is on the same page (design-wise) and to hash out overarching designs and concepts of the project. Longer meetings will also be held to plan out presentations for checkpoints (11/12 and 12/3).

We will also have weekly half-hour meetings with our mentors. Sam will act as scribe during those meetings and will commit notes to the repo afterwards.

How quality of work will be maintained

- Each team member will have a general idea of what other team member's code does and how it works.
- When developing larger features, team members will use git branches to isolate new code. Once finished, the new code will be reviewed by another team member before being merged into the overall project.
- We will try to have a cohesive style throughout the entire code base, to make code more easily understandable sticking as closely to the Google Javascript Style Guide (<http://google.github.io/styleguide/javascriptguide.xml>).
- Also general common sense.

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

Tasks are assigned to specific team members during/after team meetings. If deadlines are missed, we will plan to complete the work as soon as possible.

How decisions will be made and disagreements resolved

Decisions will be made through discussion until a consensus is reached. We will try to resolve all disagreements when making large decisions.

I, Amanda Jin Liu, hereby agree to the terms and conditions set forth by this contract. Breach of contract is punishable by lack of snacks.

I, Everardo Nathaneal Rosales, hereby agree to the terms and conditions set forth by this contract. Breach of contract is punishable by lack of snacks.

I, Samantha Marie Briasco-Stewart, hereby agree to the terms and conditions set forth by this contract. Breach of contract is punishable by lack of snacks.

I, Sin Kim, hereby agree to the terms and conditions set forth by this contract. Breach of contract is punishable by lack of snacks.