# 6.170 Final Project Team Contract

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## Expected level of achievement and effort for each team member:

*Eben*: I feel extremely motivated to do really well on this project. From our first meeting, I think that our team will function very well together, challenge each other, and will be able to put out a very good product that fulfills all of the grading criteria at a minimum. While I don't see this application having a huge impact outside of this class, I do think that our team has the capacity to push a very professional, well thought out, and well designed application.

*Paruku*: I want to do my best to develop and working application which complies with the current best practices of the technologies we choose to use. I also want to get an A on this project and in the class. However, I do not expect this to be a world changing application nor an application that is meant to turn into start up. Thus I will give effort such that the project complies with all areas of the checklist, serves its purpose, and is interesting.

*Jonathan*: I would like to do well on the project and expect that my teammates want the same; from my meetings and communications with my team, I know that they are all hardworking and motivated to do well. I define "doing well" as complying with all parts of the project checklist, and earning a grade of A. I plan on helping the team move forward on making decisions, splitting up the work fairly and intelligently, and completing my assigned tasks to the best of my ability. I expect that if there is any task which I do not know how to complete 100% on my own, my teammates will be there to help me so that that task gets done properly. Likewise, I expect that if any of my teammates run into issues on their assigned tasks, I will be available to help them.

*Guillermo*: I expect to always complete my division of the labor well. To not only make functional code, but to make modular and portable code so that combining our pieces of the project will be simple and seamless. I want to write my code cleanly enough so that if we decide to change some protocol or we miscommunicate in someway, my code will be adaptable enough that refactoring it to match the new expectation will take little effort. I expect to finish my job, and finish it well enough so that my team can easily understand it on first glance.

## Personal goals for each team member:

*Eben*: I think that the biggest challenge for this project will be the coordination of a four person team on one project. Going into industry next year, I know that this is a really important area of development personally. I also really want to use this opportunity to take a leadership role on this project, really leading the line as far as organization and communication goes. In addition to those non-technical goals, It is always a goal of mine in projects such as these to really make sure that I understand the purpose and reasoning

behind all of the technologies used and the code written by other team members. This way, I am able to fully take advantage of this project to further my technical abilities.

*Paruku*: I want to learn the best practices for the technologies that we choose to use in this project. I also want to learn many new and different technologies in order to diversify my developmental tool belt. Lastly, I want to create an interesting a non-trivial web application.

*Jonathan*: Beyond doing well on the assignment, there are a few concrete things that I plan on achieving through this project. The first is to develop my ability to work well in a team environment, serving as both a leader at times, and other times, following the group's decision and completing our collective goals. Beyond that, I seek to develop my coding skills, becoming a better individual coder, while also getting better at working on a shared codebase. Lastly, I would like to end the class with a project that I can be proud to share with others, and ideally releasing an app that others find useful.

*Guillermo*: I want to effectively combine the different technologies taught in class to build our project in the most simple and elegant way possible. I want to use this project to focus on developing my engineering skills, not just my hacking skills. In other words, I don't want to just make functional code, I want to make beautiful code that takes advantage of the tools and frameworks that will be used to develop the project.

**Frequency, length and location of team meetings:**
- At least once a week, excluding TA meeting
- Meetings will last approximately 1 hour
- Meeting times will be soon before or after our TA meetings
- Meet at the student center

**How quality of work will be maintained:**
- Code reviews using pull requests
- Initially we will create a functional master branch so we can run tests
- Then each developer will branch off the master branch to implement their own features

**How tasks will be assigned, and what to do if deadlines are missed:**
Tasks will be assigned to individual members of the group based on his areas of strength, interest, and availability. We will do our best to ensure that the load is balanced evenly among all students however, we will not give a task to an individual if the group feels that they will not be able to accomplish it.

We must be mindful in both the deadlines we set for our tasks and the method of allocation of these tasks because certain critical tasks, if not completed on time, can cause a bottleneck in the development process and greatly decrease productivity.

Hence deadlines will enforced by means of consequences. If an individual is consistently missing deadlines due to reasons that the group feels are unacceptable, the

tardiness of the individual will be noted in the documentation at some point in the project, in order to present to the graders. However we will do our utmost best to ensure that this will not be an issue as we will maintain open communication and help each other if necessary to complete tasks.

**How decisions will be made and disagreements resolved:**

Critical decisions will be made with the purpose of the application in mind. If the decisions are not in line with the purpose of the application and its concepts, then we will do our best to amend those decisions.

For disagreements in particular, maintaining open communication among each member of the team will be crucial to mutual group harmony and cooperation. If a team member has an issue with a certain decision, he can voice his disagreement and we will discuss the issue to reach a mutually appealing conclusion which complies with all our demands and is in line with the mission of the application.