Team ShiftShark Contract

Achievement & Effort

Andre
Andre's expected level of achievement was to turn in a product that had no compromises in quality, but only cuts in features (Do few things very well as opposed to doing a lot of things terribly). His level of effort is to shoot for an A (not plus or minus). His personal goals were that he wants to be able to go to an employer and tell them unashamed that he created this and have it greatly boost his chances. Andre's personal goals is to get some formal entity (business or department at MIT) to use this product.

Cathleen
Cathleen's expected level of achievement was very similar to Andre's. She did not want to have compromise in the quality of features, so she would rather cut features mercilessly as long as the project comes out in exceptional quality. Her level of effort is to shoot for an A. Her personal goals were also similar to Andre in that she wanted to put this on her resume and be proud to show this project to an employer.

Elliott
Elliott's expected level of achievement is to turn in a project that he feels is not trivial and has a good set of essential features and that some features should lack in quality if need be. His level of effort is to shoot for an A. His personal goals are to have a project that he can put on his website to which he can refer potential employers.

Michael
Michael's expected level of achievement is to turn in a project is to absolutely have the features of the MVP done very well. After that, he is willing to add features that may not be at the same level of quality, because he wants to turn in an application that is non-trivial and has a healthy set of features. His level of effort is to shoot for an A+. His personal goals are to create a project that he would be proud to show to his friends and potential employers. He wants to be able to explain the intricate details of a complex project and show how he contributed to the team's effort.

Team Meetings
All of our team lives in Simmons Hall, so all meetings will happen there in the 4C lounge (subject to changed based on situation).

We will meet weekly on Tuesday evenings 9pm-1am to talk about the next week's assignments and modify the Gantt chart accordingly. We will meet weekly on Sundays (throughout the day and hours subject to availability) to consolidate our work for the week and make final changes to our week's work. We will meet on Mondays only if there is an emergency and we have not completed something required for a milestone.

Additionally we will meet personally with other teammates upon request and availability for the sake of assistance and making small implementation decisions. e.g. How do I get this div to show up correctly? Do you know a good npm package to display the time nicely?

Quality Maintenance

We will maintain the quality of work by apportioning a part of our Tuesday meeting and subjectively having performance reviews for each teammate based on data such as git commits and line commits and feature implementations. We will do this for each person, and if there is one that we find is slacking in the group or is not performing well, the other 3 teammates will inform the teammate about their performance and we can edit the Gantt chart after we pinpoint the sources that are causing these issues.

Task Delegation

Task assignments will be based on strengths of each teammate. e.g. If a teammate is particularly good at UI, then they will be assigned to it. All teammates MUST follow the Gantt chart as if it were a holy text. The Gantt chart is detailed with higher-level deadlines that are based around the course's deadlines.

Additional features will only be assigned if the group believes that they are features that should be implemented and the one who proposed it will be in charge of implementing the feature unless someone else is more passionate about the feature. If the additional feature proves to be not well-done, then it will not be included in the final submission. If the team decides that more developer resources are required to implement the feature, then there will be a vote to decide whether to designate more developers to that feature. If we decide we do not invest developers into the feature, then we will not implement that feature.

If deadlines are missed, then we will decide as a team how to modify the Gantt chart to meet the course deadline. This may require more developer resources to be invested in a feature, or removing non-essential features. Decision disagreements will be resolved via a team vote. A decision about an implementation will not be passed without a vote of 3 of 4.