

Crossword Project Contract

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I. Overview

- Goal is to complete this project and get an A.
- Work should be allocated and completed based on what makes sense, not just by a strict adherence to everybody doing exactly a third of the work.
- We communicate through a Facebook Messenger chat
- There is a lower bound of 15 hours of work per week total (including in-class time) per person; we expect the time spent working to be similar to the time spent working on a pset alpha submission.
- We will track progress on the [Google Doc linked here](#).
- All of us tend to try to complete work early; we will keep that same habit with this project.

II. Work Breakdown

	Server-side Logic	Game Logic	Client-side Logic
Specs	Liam	Gloria	Andrew
Test	Andrew	Liam	Gloria
Code	Gloria	Andrew	Liam

**Assignments are fluid as needed

III. Rules

- Each 1.5 hours of class on Monday, Wednesday, and Friday should entail all three of us working together and taking care of the TA meeting
 - We can use this time to complete code reviews and discuss high-level decisions
 - Meetings outside of class will happen if needed, but are not planned regularly; anywhere along dorm row is convenient for all of us
- Make important overarching design decisions, particularly about interfaces between different modules, together
- If any member feels that the work has been allocated unfairly, they should bring this up during a team meeting
- Each member will work on the tasks as assigned in the shared document, and keep the document updated as they progress

- Deadlines can be set in the shared doc as needed; if a member feels they may miss a deadline, they should notify the others multiple days in advance
- Important decisions that affect multiple parts of the project should require a team consensus; majority rule should be able to prevent individual from fixating on disagreeable idea

Signed,

Liam Conboy

Gloria Lin

Andrew Churchill