6.170 Final Project Team Contract

Expected level of achievement and personal goals:

- Victor Luo: I would like to do A-level work on this assignment, while working closely with the team in all parts of the project to produce a very well-designed website.
- Cindy Wang: I would like to learn from my teammates and create a product that we are proud of. I want to strive for A-level work and maintain open communication at all times.
- Karen Gao: I would like to get better at using routers as well as using the emit bus from vue to pass props/variables around. I would also like to get better at creating middleware for more efficient and clean backend functions.
- Hizami Anuar: I would like to learn to design and create software as part of a team and consider the greater social and ethical impacts of our app. I would like to do A-level work.

Frequency, length, and location of meeting:

- on-campus (34-6 or stud 5)
- length = 2 hours
- twice a week (not regularly scheduled)

How quality of work will be maintained:

- Stay updated in the chat with assignments and deadlines
- Be honest with the team if hosed, make an effort to contribute as much as you can
  - Get others to cover your work, instead of pushing low-quality work
- Break webpage UI into multiple, reusable components and always add comments to all of the backend/frontend methods/variable names if unclear
- Use reasonable Git commit hygiene

How tasks will be assigned:

- In the messenger chat or in our twice weekly in person team meetings.
- We will assign the tasks according to people's interests/what field they want to improve in, whether it's writing middleware, backend or frontend functions, or improving the UI with css/flexbox.

If deadlines are missed:

- Bring it up in chat or in person if comfortable to talk about it
- Talk to the person who committed the infraction individually and let them know you will take it up with the group.
- We should listen to feedback with open minds and assume best intentions.

How decisions will be made and disagreements resolved

- In the messenger chat or irl
- Preferably by consensus
- If consensus cannot be reached, we can try setting a time limit and working on one approach for an hour (or some other amount of time), and then evaluating the progress we've made to decide whether we stick with the idea or pivot to an alternative.

- Additional discussion if initial vote is not unanimous, and second vote
- Majority vote if consensus cannot be reached, making sure that the minority voters will still agree to participate