

Team Contract - Aziz, Haidar, Isra

Goals:

1. Satisfactorily complete the project requirements
2. Develop tools that will prepare for us for real software engineering projects
3. Learn to work in a team and manage the work amongst the team members
4. Challenge ourselves by trying to implement “cool” features if we managed to get the requirements.

Personal Goals:

Aziz:

I wish that this project introduces me to the dynamics of working in teams in software development. I am very excited to learn about good git practices. I am also interested in the design aspect of such a project. What is the best way to reach decisions about design and when is a good time to reconsider your design?

Haidar:

I hope that this project will be first and foremost good preparation for further team-coding projects, both at MIT and beyond. Specifically, I am interested in learning to overcome the challenges and teamwork in such a project, and to best capitalize on the advantages of having a team. This will - in my opinion - build upon the static learning and advancements in software design, software construction, and general team-working.

Isra:

I am looking at sharpening my design skills out of this project and learn how to modulate big projects to smaller pieces and work collaboratively on them.

Obstacles:

1. Finding a common time. Haidar is going to be in DC for most of the Spring break and Aziz has family commitments during Spring break.
2. Using Git effectively as team members will be away over Spring break and our personal experiences with git were not very positive in the past.

Meeting Norms:

1. Mornings and afternoons work best for Spring Break
2. For the first in-lecture time, finalizing the first draft of the design
3. For the latter two in-lecture times, we will decide depending on our stage of development
4. We'll be working on a lot of the project together which means we will be meeting often.
The frequency of the meetings will be decided once we have a better idea about the development requirements.
5. We'll distribute meeting minutes using Google Docs

Work Norms:

1. 40 hours over Spring Break and 5 hours over the previous week
2. We first modulate the project, and then decide on who wants to take what.
3. We'll outline team milestones, and hence effectively ensure deadlines are met.
4. Member tasks will be recorded in Google Docs.
5. If a team member is not meeting deadlines, we will approach him/her and discuss the problem (effectively try to solve the situation). But if things get out of hand, we might resort to a TA.
6. During our meetings, we will talk about what has been achieved and what still needs more attention
7. If quality isn't the same for all, we'll try to resolve individual issues - we're hoping this isn't going to be a problem, though
8. We're going to have team deadlines, so that takes care of the different work habits of team members.

Decision Making:

1. We agree to take in everyone's opinion but if the opinions conflict, then we'll go with the majority vote
2. If someone fixates on a particular idea, we'll try to think it through and see if it can be incorporated. otherwise, we'll talk the person through.