Team Contract

Expected level of achievement and effort for each team member
We expect that everyone contributes equally, or at least what we determine as equal during planning stages. We think once we partition and plan parts of the project, that person is responsible for completing what he or she committed to doing. It may not work out that everyone contributes exactly the same amount of code or time, but once we set what work needs to be done in a week, you are responsible for completing that work or else you should face some consequence.

Personal goals for each team member
First and foremost, we want a completed MVP that we can show our friends and employers. We want a finished product that is quality enough that it can be used easily by our target user, even if we don't end up ever trying to find end users. Second to that, we will work to get an A on the project.

Frequency, length and location of team meetings
We think two meetings a week in the student center is sufficient. One meeting to plan the work for the following week, probably anywhere from 1-3 hours on a Saturday or Sunday in the student center, and one shorter meeting (.5 - 1.5 hours) on Thursday or Friday to review the work we've done thus far and to talk about integrating individual's code together.
We will also use the second meeting to plan the weekly meetings with the mentor TA.

How quality of work will be maintained
GIT PR's. Everyone should be assigned the same amount of code review. At least one person should always do thorough code review for every PR before merging. We should always tag everyone in the PRs, so everyone is in sync on at least the conceptual approach for all parts of the project. Whoever has time or more expertise should be able to take a look and accept it. Also, we should avoid a long chain of unmerged PRs. We can rotate whose code we need to review, and have a deadline by when we must review it. Finally, at least 1 PR should be done by everyone a few days before the end of each week so new features can be tested and debugged in time

How tasks will be assigned, and what to do if deadlines are missed
Tasks should be assigned during week planning. Once we determine the tasks that need to be done in a given week, we will split them based on interest and expertise. We will evenly distribute a mix of tasks people want along with those that aren't as sought after, so no single week does a team member have a list of all "bad/boring" tasks. If deadlines are missed, the rest of the team should pick up the slack for whoever is responsible for the missed deadline, and then that member should have extra work the next week. Ideally, if a team member is falling behind on his work. He should give the team an early warning so his task can be redivided among the other teammates.

How decisions will be made and disagreements resolved

Decisions will all be made by way of majority. If 3 of the 4 team members agree, that should be enough to overrule the final teammate, regardless of how strongly they oppose something. Disagreements should be resolved in the same way, and if they can't be resolved by majority, then a neutral party (like a TA) should be able to help settle the disagreement.

Team members
Famien Koko
Jared Hanson
Lara Araujo
Subby Olubeko