

Team Contract: Project 2

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Goals

Team Goals

Finish the project, do it well and aim for an A in possible. Also, time permitting, we want to implement extra functionality to try to enter for an award.

Personal Goals

Will: I hope to gain experience to writing servers and dealing with thread-safety. I also hope to get a better grasp on message passing protocols.

Anvisha: I'd like to learn how to work on large projects and establish a good team dynamic with my teammates.

Jesika: I wish to work on a real-world project that enhances my understanding of the software engineering components of this class, and have an enjoyable experience developing in a team.

Obstacles

People will be writing things that they have no experience writing which will be a challenge.

Finding suitable times for each of us to meet.

The A/B Grade Decision

We will do our best to get an A but if unforeseen circumstances do arise, there is not much we can do and we will be reasonable.

Division of Work

We will all try to do equal work, and if someone is unable to accomplish their previously assigned then we will all pool together to help out. We feel the team's performance as a whole is more important than each person doing equal work.

Meeting Norms

When/Where Meetings are held

Meetings will probably be held in Burton Conner. Probably at night since it's convenient for all of us, we want to be flexible about meeting times.

In-Class time

Meeting up to discuss progress/make collaborative design decisions. If a teammate needs guidance/debugging help we will go through that too.

Frequency of Meetings

We will try to meet at least every other day outside of class, for a period of 1-2 hours per meeting.

Will it be okay for team members to eat during meetings?

Yes, in fact it will be encouraged, as long as it is kept away from coding equipment.

Minutes

Someone will take notes on their computer during each meeting. We will also maintain a Google Doc with Tasks so it's easy to keep track. We'll also update this doc when tasks are completed.

Work Norms

Hours/Week

We plan to finish early, so we're estimating 15 hours a week.

How will work be distributed?

We will each pick a major part of the assignment to complete (M-V-C) and then adjust this after we fully understand the scope of each part of the project.

How will deadlines be set?

By general consensus. We will try to be early in our completions to allow time for things going wrong/ lengthy debugging.

How will you decide who should do which tasks?

According to the general interests and abilities of team members. Specific team members' coding styles will also be taken into consideration.

Where will you record who is responsible for which tasks?

We will keep a tasks file that will contain each person's tasks and will be updated when new tasks will be added or old tasks are completed.

What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?

The team will confront the team member about it, and a reasonable arrangement suitable to both parties will be worked out. We encourage team members to let the rest of the team know in advance if there are issues, rather than bailing out last-minute.

How will the work be reviewed?

Part of the code will be pair-programmed. Further review will be conducted via team meetings, extensive black-box and white-box testing.

What happens if people have different opinions on the quality of the work?

Only perfection will be tolerated.

What will you do if one or more team members are not doing their share of the work?

Our team shares a good dynamic and we will be honest with each other when such situations arise. We'll also try to be accommodating and get to the root cause of the issue (i.e. person feels lost and is finding it hard to approach code, or they have a lot of work etc.)

How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?

All team members favor getting work done early. We're also open to doing last-minute hackathons depending on the time-crunch, in order to meet our deadlines.

Decision Making

Consensus Policy

We feel that decisions should only be made with 100% approval.

What will you do if one of you fixates on a particular idea?

Respect the team member's idea and give it its due hearing, however if it seems unnecessary or unreasonable, move on. As we mentioned earlier, our team has a good dynamic, and we are comfortable enough with each other that we can be honest about these things.