

Goals

- What are the goals of the team?
 - Make a cool gui and do well grade-wise
- What are your personal goals for this assignment?
 - Owen: I aim to write clean code and enable an aesthetically pleasing design.
- What kind of obstacles might you encounter in reaching your goals?
 - Lack of time, technical difficulties, pursuing a solution then finding out we need to overhaul it, integrating phase 1 code
- What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable?
- Is it acceptable for one or two team members to do more work than the others in order to get the team an A?
 - If either of these 2 above situations come up, we'll schedule a meeting right away to discuss and decide how to proceed. We'll all be upfront/honest with each other if we feel like this situation is coming up.

Meeting Norms

- Do you have a preference for when meetings will be held? Do you have a preference for where they should be held?
 - For now, preferred place: 5th floor of the Stud
 - Times: during 6.005 lectures & recitations
 - More times will probably be added as we get further long
- How will you use the in-class time?
 - Coordinating/delegating first. Going through problems and asking each other for solutions. And then, working side-by-side, if time left.
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
 - Answered above
- How will you record and distribute the minutes and action lists produced by each meeting?
 - Google docs assignment + GitHub ToDos, etc.

Work Norms

- How much time per week do you anticipate it will take to make the project successful?

- ~ 10-20 hours (It will likely ramp up)
- How will work be distributed?
 - The major goal is to make sure it's evenly distributed
 - We can divide based on obviously separable tasks (e.g. paint vs model vs user interaction vs server/client)
 - We can choose based on interest/strengths
- How will deadlines be set?
 - We'll decide deadlines at our meetings
 - For check-offs, deadlines can be class-given deadlines
 - For final submission, we'll try to set deadlines for the day/night before
 - We'll keep dependencies in mind
- How will you decide who should do which tasks?
 - Answered above
- Where will you record who is responsible for which tasks?
 - https://docs.google.com/spreadsheets/d/1X_1uHST-E3YICKzZV4OliX3t-O9BVMhpISxUmHEeYwU/edit?usp=sharing
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
 - We should communicate and be upfront/honest. This won't happen too often, but when it does, we'll cover for each other!
- How will the work be reviewed?
 - Explain larger tasks to at least one other team member
 - Make specs accurate (and timely)
 - Have testing done by someone other than implementer
- What happens if people have different opinions on the quality of the work?
 - We'll talk it out
- What will you do if one or more team members are not doing their share of the work?
 - We'll talk it out.
- 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)?
 - We'll set deadlines early enough that people can work when they'd like to, within that constraint

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
 - For small decisions, probably not
 - For larger design considerations, challenges will be considered important places to make a team decision and proceed together

- What will you do if one of you fixates on a particular idea?
 - We'll take it out. As long as you're getting the agreed work done, additional work is up to you!

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