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Team Contract

Expectations

I. Receive an A for this project
II. Avoid all-nighters
III. Have something that could potentially be used by MIT students

Goals

I. Have a crisp and professional repository
    A. Everyone should have useful commits
    B. Maintain two parallel repositories: one in MIT github, and other in github.com
II. Learn how to incorporate frameworks (other than NodeJS) and other APIs into our project
III. Learn how to integrate our app into mobile devices

Meetings (default: Student Center)

I. Wednesday nights
    A. 7pm - 10pm
II. Friday afternoon
    A. 3pm - 5pm
III. Sunday afternoon
    A. 1pm - 2:30pm

Quality Maintenance

I. Peer review of each other's code when committing to main branch, by enforcing that code is only merged when it has been approved by at least one other team member
II. All nontrivial functions should have specifications
III. Nontrivial functions should also include a test suite
IV. Manual testing of UI components as project progresses
V. Everyone should maintain good coding practices as taught in 6.170/6.005

Tasks Assignments

I. Assignments for each week will be assigned according to team members' *interests*, *availability* for the week, and their current *ability*.
II. All team members will get even amounts of work allotted to them as project progresses, so we can all get roughly the same amount of immersion on development tasks.
III. Tasks will be assigned to each member at the first meeting of that that week (Sunday), and will be reviewed by the team during the following meetings.
IV. By second meeting of the week, tasks will be redistributed if team members have too little or too much work .
V. If deadline is missed the main reason will be because the project is too complicated to finish in allotted time (since we review each other's progress by the second meeting), so we will redesign project features to simplify/lessen workload.

Team Decisions and Disagreements

I. Every team member can at any point propose changes to the project. In that event, the rest of the team will vote on the proposed change. If majority agrees, it will go into effect.
II. If member misses a team meeting he is responsible for reading minutes from that meeting to learn what his new roles are.
III. In the case of team disagreements, we will try to resolve internally. If that doesn't work, we will seek external input.