

Team contract

When thinking about the goals for each team member, you can divide the work for the project amongst team members as you please, with two caveats: (a) the amount of work per team member must be roughly the same, and (b) each team member must participate in all software development activities (ie, design, coding, testing, documenting, etc).

Your team's contract must include the following:

- Expected level of achievement and effort for each team member
- Personal goals for each team member
- Frequency, length and location of team meetings
- How quality of work will be maintained
- How tasks will be assigned, and what to do if deadlines are missed
- How decisions will be made and disagreements resolved

Expected level of achievement and effort:

- Our goal is to get an A on this project.
- Develop an app that has the potential to benefit the community.
- We expect that each member will meet their deliverables on time

Personal Goals:

- Ashton: Learn cool new libraries.
- Dan: Have fun :)
- Katie: Good snacks :)
- Shannon: Build an exciting app

Team meetings:

- We will meet Mondays and Thursdays 8:00 PM with additional meetings as needed.
- Location: Zoom or in person (in Boston or maybe campus) decided by team

Quality of work:

- Discuss major design decisions before coding them
- Good git etiquette - work on different branches, don't push broken code, etc
- Review each others' code before submission

Assigning tasks:

- We will assign tasks in our meetings, or over text
- Our goal for task assignment will be to keep them an equal amount of work across team members
- If an approaching deadline seems like it won't be met, you are expected to communicate that to the group

Making Decisions:

- Decisions will be made by unanimous agreement

- If the team cannot make a decision, majority vote. If the vote is split, we will consult a TA