

Team Contract

Project 2 – Collaborative Whiteboard

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This team contract is an agreement that describes how we will operate as a team. Here is a set of conventions that we plan to abide by.

Goals

The goal of each member of this team is to get a deep understanding of our final product, which a system that can manage multiple users editing multiple whiteboards simultaneously. If time allows, we also hope to expand our product to a multiplayer game, in which users can compete to draw images and have other users guess what the drawing represents. Our main obstacle will be time, since these are the final few weeks of classes and each of us has a large amount of other work to deal with. If one member decides that a B is acceptable, it is up to the other two members to work harder to complete the project. As such, the end division of work may be skewed.

Meeting Norms

We will use in-class time by meeting together to update each other on the progress that we made, as well as code review each other's code so that we can check for implementation details and bugs. We will meet outside of class in Baker House to work on the project. Meetings will usually last for a few hours, and someone will document our notes on a GitHub Wiki.

Work Norms

We anticipate spending 20 hours per person per week for this project. We will redistribute work based on our updates and schedules during each of our meetings, which are expected to occur every few days. Hard deadlines for the group will be set a few days before the actual 6.005 deadlines. Soft deadlines will be made up during our updates in meetings. We will record who is responsible for which tasks in our private GitHub repository, which will have a list of issues and assigned persons. If someone is not doing their share of the work, we will follow up with them and figure out new soft deadlines to work towards (this is the reason we have frequent meetings with updates).

Decision Making

A majority vote will suffice for making a decision.