

# Team Contract

The goal of this 6.005 Project Team is to create a functional ABC player and to design/implement the designs discussed in class.

Purpose:

- To agree on ground rules for team members to follow.
- To determine in advance how meetings, conflicts, decisions, etc. will be handled when they arise
- To have each team member make a formal commitment to the project

A. Commitments:

As a project team member,

- I will complete my portion of the project, as listed on the *6.005 Project Deadlines* GoogleDoc.
- I will meet all deadlines, as listed on the *6.005 Project Deadlines* GoogleDoc.
- I will ask my team for help if I am having trouble with my component.
- I will e-mail updates to my team if I am unable to attend a group meeting.
- I will commit to reviewing my team members' test codes.
- I will not push any changes onto the master branch 2 hours before the final deadline.

B. Team Meeting Ground Rules:

- Class time will be used to update the rest of the group members on individual progress, discuss any challenges and concerns about the design, and to provide support and feedback on individual components.
- We will meet twice outside of classtime to solidify our project design:
  - Thursday, March 14 from 5pm-7pm in Theta
  - Saturday, March 16 from 10am-12pm in Burton ConnerOn Wednesday, March 20, we will decide whether a third group meeting on Thursday, March 21, from 5pm-7pm will be necessary.
- We will design the components on our own time.

C. Decision Making:

- Consensus is necessary before making any decision that will change the framework or affect another person's code component.
- Individuals can change the implementation of their own components independently, as long as the specifications are not changed.

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**-Katie Lee**

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