

Team 2 Contract
Course: IST 402, Section 002
Professor: Ralph Lano
Author: Shane Moore, Tobias Feigel
Team 2 German Members:
Maximilian Förster
Claus Wollnik
Denis Sinner
Tobias Feigel

Purpose:

The purpose of this contract is to ensure the productivity and responsibility of all group members throughout the development and production of a racing game created using Microsoft XNA 2.0. We will use Google Groups and ANGEL to communicate and Google Code to share files with one another, as well as TortoiseSVN. In addition, we will share email addresses and ICQ numbers.

Accountability:

The planned workload will be divided evenly between the group members. If a team member feels that a given assignment is outside of their abilities or timetable, they can contact the Team Leader for suggestions regarding reassignment or redistribution of labor.

Tentative Roles:

Claus Wollnik: Team Leader, code development

Maximilian Förster: Trackdesign, code development

Denis Sinner: concept art, model work, code development

Tobias Feigel: physics, code development

Processes:

The team will meet at least once a week during lessons on Mondays (to be determined after a discussion over availability during the week). If necessary we will organize meeting times outside of campus in order to complete the project in a timely manner. During these meetings, time will be allotted for progress reports and status updates. Failure to attend meetings without a valid excuse or without notifying the group members to your absence will result in corrective actions via committee (meaning the other group members decide how to handle the situation, up to and including expulsion). Any and all disputes and conflicts will be solved internally if possible. Otherwise the team will refer the conflict to Professor Lano.

Assignments:

During the team meetings every week, we will create a weekly schedule for any work to be completed, with work subdivided amongst team members. New assignments will be assigned with an expected due date. If a member fails to complete their given assignments by the date assigned by the group, the offending member will have one (1) additional day in which to submit their assignment. If the member fails to complete the assignment after the one-day grace period, the other team members will vote and decide on what course of action to take (with punishments as severe as expulsion from the group dependent on the importance of the assignment). We will use Microsoft Project to compile the weekly and long-term schedules.

Project Deliverable Dates

Definition of Milestones: November, 10th

Architecture and Task planning: November, 17th

3D and Sound files: November, 24th

Programming and Final Code: December, 1st

Unit Tests and Documentation: December, 8th

Task assignments to be determined, based upon team skill sets and knowledge.

Standards:

All assignments should be turned in on time and as assigned. The work produced should be written at a college level and of a quality worthy of the team's academic abilities. This means work should be free of significant errors, checked for spelling and grammar mistakes, and proofread for coherency.

Agreement:

By signing the below line(s) you acknowledge the reception of this contract and agree to abide by the rules and standards clearly defined above.

Claus Wollnik	X
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Maximilian Förster	X
Email: maximilian.foerster@accenture.com	
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