Team Members:

Regan Janssen - Team Manager
Jui Nagarkar - Team Leader
Natasha Shirley- Programmer
Chen Lu- Programmer
Andrew Loaiza- Programmer

Contract:

Expectations for the group-
- Equal amount of time spent working on the project
- Frequent communication
- Understanding of each others skill level and ability to help others when they need it
- Ensuring that everyone knows what is going in the project
- Attendance of group meetings
- Plan to attend weekly meetings around 1 on Wednesday, and Friday morning meetings as needed
- Explanation of work that's been done and documentation
- Communicate any issues that arise in the group

For the meeting with TA ask about documentation and JavaDoc

UserInteraction.h (board, grid, ship, viewboard)
Board.h (grid, ship, viewboard, userInteraction)
Grid.h
Ship.h
Viewboard.h
Gameplay.h (board, userInteraction)

Gameplay
- fire_at
- Is_sunk
- End_game

User interaction
- Setup (board)
- Choice (gameplay)
- View boards (view attacks) (view my board)
- Quit

Board
- Grid
- Number of ships
- Ship placement
- Viewboard (view attacks) (view my board)

Ships
- Size
- Placement
- Been hit
- Coordinates (array)
- Orientation (horizontal or vertical)

Grid
- 2D array/matrix
- Ship

Viewboard
- View your own board
- View your attacks on the other players board

Team Contract

Team Name: Group 17

These are the terms of group conduct and cooperation that we agree on as a team.

Participation: We agree to recognize that each of our individual performances (both good and bad) will reflect on each other's grades. Each member must take equal responsibility for the completion of the project. We will all work to create projects of high quality, regardless of obstacles which arise. We will also work to help each other learn.

Team Manager- Regan Janssen

Team Leader- Jui Nagarkar

Programmers- Andrew Loaiza, Chen Lu, Natasha Shirley

Communication: <<How do you plan to communicate within the team regarding personal progress with respect to the project?>>

We plan to communicate on issues as they arise. Communicate often and respect others and listen to all opinions. Communicate with each other what they are working on and be able to explain what their code is doing. Ensure that everyone has an understanding of the problem and the

Meetings: <<How often do you plan to meet and how do you plan to meet? On Zoom or in-person?>>

We plan to meet once a week on Wednesdays around 1. Friday mornings will also be used as meeting times as needed. Option for either in person or zoom depending on individual comfort

Conduct: We agree to work with professionalism and maturity. We will work to bolster each other's strengths and improve upon weaknesses. Constructive criticism must be heeded and not taken personally.

Conflict: <<How do you plan to handle conflicts within the team?>>

Be upfront and honest with each other if conflict arises. Don't let problems linger and confront the issue when it arises.

Deadlines: <<How do you intend to keep up with and coordinate individual and overall deadlines?>>

We will communicate with each other and give the proper deadlines as they are needed for each project. Would like to have project finished before the due date so we can work out any last minute small details instead of worrying about big sections of coding and rushing the project.

NAMES OF TEAM MEMBERS	SIGNATURES OF TEAM MEMBERS
Regan Janssen	*Regan Janssen*
Andrew Loaiza	*Andrew Loaiza*
Jui Nagarkar	*Jui Nagarkar*
Chen Lu	*Chen Lu*
Natasha Shirley	*Natasha*