

6.005 Project: Team Contract

Maggie Yuan, Joseph Park, Jennifer Lee

Part I: Goals

What are the goals of the team?

The team plans on using the software engineering techniques learned this past semester to create a working abc player to the best of our ability.

Is it acceptable for one or two team members to do more work than the others in order to get the team an A?

Equal workloads is ideal, but realistically, one person may end up doing more work than the others (or vice versa). As long as there is not a significant disparity between each member's workloads (significant as determined by the team members), a slight imbalance of workloads is acceptable. In any case, the entire team should be continuously checking in with each other to ensure that everyone is on the same page with what is expected for the project.

Part II: Meeting Norms

How will you use the in-class time?

We will use the in-class time to collaborate and discuss any issues we might have encountered in our individual work time, as well as plan our next steps.

When will you meet before the Thanksgiving holiday?

We will be meeting on Monday, 11/23, after class to discuss the project, outline a tentative schedule, and determine specific roles. We will also communicate via email/Facebook to finish delegating tasks as needed.

Part III: Work Norms

How will work be divided among team members?

Work will be divided as evenly as possible among team members. Each team member will be involved in all aspects of the project--writing specifications, writing testing strategy, writing tests, prototyping, writing internal docs, writing implementation code, fixing bugs, and giving code review feedback for each other's code.

Where will you record who is responsible for which tasks?

We will have a shared Google doc with a timeline, relevant actionables/deadlines, and assigned tasks. The link is copied below.

<https://docs.google.com/document/d/1ztVNduZGxwTeId7tpZsmV1Tz0Y5VIBEPzZmN0uP4qk/edit?usp=sharing>

Part IV: Decision Making

Do you need consensus (100% approval of all team members) before making a decision?

For smaller design decisions that will not have an effect outside the scope of one method or one class (depending on the importance of a class), decisions can be autonomous as long as the other teammates are notified of this decision and their inputs are taken into account. For milestone decisions or decisions that affect the direction of the project, all the team members must have the opportunity to provide input and be in agreement.

Team Members Signatures:

Jennifer Lee (11/23/2015)

Maggie Yuan (11/23/2015)

Joseph Park (11/23/2015)