Team Contract 6.005 Phase 3

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Goals

- What are the goals of the team?
  - Get an A!
  - Make something that looks cool
  - To write code that is SFB/RFC/ETU + DRY
- What are your personal goals for this assignment?
  - Caroline: Make a cool game that works well and looks good
  - Misha: Learn GUI
  - Kamilla: Learn more about GUI's
- What kind of obstacles might you encounter in reaching your goals?
  - Differing opinions on design ideas
  - Hunger: will order from Thelonious Monkfish
- What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable?
  - If we are still struggling Tuesday night, we will stop at 3 am
  - Else if it is just menial tasks/stuff that needs to get done, then we will continue working.
- **Is it acceptable for one or two team members to do more work than the others in order to get the team an A?**
  - No. We will distribute the work equally and all put in the same amount of time to complete this project.

Meeting Norms

- Do you have a preference for when meetings will be held? Do you have a preference for where they should be held?
  - Tuesday: 6-11 @EC
  - Friday: 2-4, 7-12 @Course 6 Lounge
  - Saturday: 11-2, 4-12 @Course 6 Lounge
- **How will you use the in-class time?**
  - Checking in with TA and planning or working

Work Norms

- How much time per week do you anticipate it will take to make the project successful?
  - 30 hours total
- **How will work be distributed?**
  - We will write specs together
  - One person will work on keyboard interaction, two people on GUI
  - We will write tests for the parts that we are not implementing
- How will you decide who should do which tasks?

- ○ Dividing it up equally in first meeting
- ○ According to preference, if applicable
- **Where will you record who is responsible for which tasks?**
  - ○ We will have a TODO list in a Google doc
- How will the work be reviewed?
  - ○ We will write tests for the parts that we are not implementing
- What happens if people have different opinions on the quality of the work?
  - ○ Discuss within group and if no conclusion is reached, discuss with the TA
  - ○ We will check in with the TA often
- How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?
  - ○ Scheduled work times ahead of time

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
  - ○ Only if you're changing a design decision (i.e. something that will affect other people)
- What will you do if one of you fixates on a particular idea?
  - ○ Discuss for 15 minutes then email TA
  - ○ pro con list!!