Team Contract
Yixin Li, Yihua Li, Michael Wee, Faith Keza

1. Expected level of achievement and effort for each team member
Yixin Li: get a grade of A for all four areas of the project; plan to spend 12-15 hours per week for the project.
Yihua Li: plan to commit around 12 hours per week for the project and achieve A for the project
Michael Wee: plan to commit around 12 hours a week and achieve an A for the final project
Faith Keza: Able and willing to commit 12 hours a week to the final project.

2. Personal goals for each team member
Yixin Li: improve the coding skills and understanding of Ruby on Rails; gain more experience in building a functional and useful website; improve team collaboration skills.
Yihua Li: become better at designing the external behavior of the software; gain more experience about building a working web application using Ruby on Rails, JavaScript, etc; improve collaboration skills
Michael Wee: improve understanding and ability with Ruby on Rails, improve conceptual design skills, improve ability to think about user needs and experiences in an app
Faith Keza: Think about the design challenges prior to starting the project. Design a professional website.

3. Frequency, length and location of team meetings
We plan to have team meetings at least once per week and also before assignments are due. Before the team meetings, each team member should finish his/her assigned task and should not treat team meetings as a time to do his/her assigned tasks. The main purpose of the team meetings are to solve design issues, implementation challenges and to integrate our individual works. As a result, we aim to make meetings as efficient as possible. The length of the meetings depends on how difficult it is to combine our ideas and code into a final coherent product. Our goal is that each team meeting should last no longer than three hours.
The location of the team meetings is not yet determined for each week. But we plan to meet on campus, probably in Mccormick.

4. How quality of work will be maintained
We plan to come up with the design together. For coding, each team member will have some tasks to do for each assignment. Before the meeting, they should try to finish the individual tasks. Then we could meet together and first communicate about our progress. In that way, we can assure that no team member has done little work and faces the possibility of failing to finish his/her part by the due date. We will also discuss any possible confusions and implementation difficulties, so that we can help each other out as a team.

5. How tasks will be assigned, and what to do if deadlines are missed
Each person should do a roughly equal amount of work. Before making a decision, we think it's really important to communicate and see if one person's decision will benefit the team as a

whole. Also every teammate should express his or her preferences clearly. We don't need consensus before making a decision. It's OK as long as three people agree. And we hope that we will always try to think for the whole team's interests. If deadlines are missed, we will keep working on the project until it is done.