The team contract should be the result of an open and candid discussion amongst team members about what your individual aspirations and commitments are. If you do this thoughtfully, it will reduce the chance that your project will be derailed by misunderstandings and disagreements.

When thinking about the goals for each team member, you can divide the work for the project amongst team members as you please, with two caveats: (a) the amount of work per team member must be roughly the same, and (b) each team member must participate in all software development activities (ie, design, coding, testing, documenting, etc).

Your team's contract must include the following:
- Expected level of achievement and effort for each team member
  - A level of effort, that being said we are all taking this project as a class and not as a startup
  - We will meet the minimum tasks on time that we assign each other for each section and going beyond this is not required but will be respected and appreciated.
- Personal goals for each team member
  - Shannon: To learn and go through the process of building a piece of software from scratch. that can be used or built upon after this class if we so desired
  - Sneha: To have something I am proud of, that could potentially be worked on after this class, so it would have a strong foundational code base. Also to get a decent grade.
  - Natasha: To build something that is functional, well designed, and can potentially be a usable product. Learn how to go through an iterative design process to build a fullstack app.
- Frequency, length and location of team meetings
  - Team meetings: 2 nights before assignments are due to check work progress.
  - We will keep a group chat on messenger and if someone is struggling or behind it is expected that we let eachother know so that we can all help each other out
  - After each assignment is due to divide up work for the next section in a short team meeting scheduled that day
- How quality of work will be maintained
  - We can have all of our things due the for a meeting the evening before things are due so that we can go over each others work
  - Make sure that we map out critical structures of the program together ie the design and before building agree upon that design and structure
- How tasks will be assigned, and what to do if deadlines are missed
  - We will assign tasks directly after the previous assignment was due
  - Ideally, deadlines aren't missed because we are communicating on messenger way beforehand if we are behind
  - Have everything due for our group the night before, so if we do have to makeup for something we can do that that night and it won't be late
- How decisions will be made and disagreements resolved
  - Disagreements: We are 3 people so they will be decided by majority vote if someone can't convince everyone to be on the same page.
  - Decisions: Large design decisions should be put in the chat posed as a question for approval. Small decisions we are leaving up to the liberty of the individual. If you are confused if your decision is small or big we will also pose that as a question in the chat because it can't hurt

Signatures:

Sneha Ramachandran

Natasha Maniar

Shannon Wing