

## Project 2 Team Contract

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[/afs/athena.mit.edu/course/6/6.005/git/fa12/projects/rtce//hanwenxu-viettran-yvgyu.git](https://github.com/hanwenxu-viettran-yvgyu)

### Goals

- The goal of this team is to get an A
- If a member wants to get a lower grade, we will still strive for a higher grade
- If said member doesn't want to work, we will try to convince that member to work harder
- It is acceptable for a few team members to do more work. The reason is that in the future, people will know who is trustworthy and responsible, and will be good people to work with in the future to work on projects/start ups.

### Meeting Norms

- We will meet up during the weekend to discuss the project. When a major push is made to the repository, there should be an email sent to the team members. When there is a major change to the structure, we should email the team, and get consensus. If there is a major change, there should be a tag. When someone creates a class, place the name of the creator on the top of the class with standard development signature, such as name of class, creator, email contact, so on and so forth. We will schedule meeting through either email, text, or phone call to all members. We will have dinner meetings Thursday and Saturday, rotating locations between the three dorms.
- **We will use class time to discuss progress on the program, and show progress. Once we have our high level design, we will present it to our mentor, and he will approve it. We need to be very detailed in the high level design, with each method and spec planned out. This is also a good time to assign new tasks and remove completed tasks.**
- We will meet during the weekend after dinner for about half an hour to discuss progress. There is no need to work together. Work can be done individually.
- Sure, it is fine to eat during meeting.
- The meeting will have an agenda. Once the agenda is done, we do not need to save the notes and distribute.

### Work norms

- About 10 hours a week for each person will make the project successful. Basically, the person should put in as much time as necessary to finish his assigned task
- Work will be distributed such that we pick what each person wants to do.
- Deadlines will be week and a half for the beta, and then a few days to review/modify the code before final submission.
- Personal preference would be the primary determinant in who does which task.
- **We will record meeting minutes & assignments on a Google Doc. If we can get our project working, we might assign tasks directly on our own implementation. In addition to editing the Google Doc, assignments will be emailed out if the decision**

**was not made in person.**

- We are all mature adults, and will strive to be responsible. If not, someone will need to notify the group member within 24 hours to take the responsibility.
- We need to do JUnit tests, and code review. Comments will be used to code review. Developer will use //. The code reviewer will use /\* \*/.
- Majority vote will determine how to agree on quality of the code.
- Refer to the goal section for how to deal with people who are not doing enough work
- As long as the finish by component deadline, they can choose their work style. But if everyone finishes early, we can move to the next step.

**Decision Making**

- Because we have 3 people, the project design needs to be approved by 100%. For the deadline, the majority decision will go through. For small implementation, majority will go through.
- Majority vote will determine if we need to move on. If this is a high level design issue, majority vote will change the fixation.