

Team Contract

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This team contract is an agreement between our teammates about how our team will operate. This establishes a set of conventions that we plan to abide by. Below are some issues we consider important to address before we begin work on this project.

Goals

The main goal of our team in this project is to develop a deep understanding of our final product so that we can each recreate the project on our own. Other goals our team has are to develop better understanding of Node.js and related frameworks and to enhance our skills of working in a team. We also all hope these goals will help us succeed in this project and earn a good grade. Finally, we want to complete the project 100% successfully. We don't necessarily need our grade to be 100%, but we want a product good enough that it could plausibly get 100%. Our main obstacle will be time constraints. We are okay if one or two team members do more work than the other(s) initially because we understand that things can come up and in the end, the amount of work will even out. Individually, we each have our own set of goals detailed below:

- *"I'm hoping to contribute the skills I consider myself to be good at in a team setting. I'm also hoping to see how well we can delegate tasks to maximize our output in building something awesome. I'm willing to put in large portion of my time to ensure we get an A."* — Kulpreet Chilana
- *"I'd like to build a system that I think is cool. I'm not looking to spin this off into a startup, but I want to end up with a product I am proud to have worked on. I also want (and am willing to work for) an A."* — Matt Susskind

- *"I want to build something that I think is interesting and challenging. I will put in plenty of effort in the project to ensure it is in a finished state. I will also work hard towards an A in the class with thorough understanding of the course material. " — Eduardo De Leon*
- *"I want to build something that I find useful and cool. I'm also really excited to gain experience with web sockets. I also want the A and am willing to put in the time for it." — Nick Locascio*

Meeting Norms

We will meet Mondays and Wednesdays during class time and meet on the weekends to complete work before our deadlines. We will meet in the basement of Maseeh or the Student Center group work area depending on availability of rooms. Meetings will last 90 minutes each. Over each meeting, we will discuss issues we face and what we will continue to do that night or the next two days. When we meet with our mentor TA, someone will take notes in the form of minutes to keep track of everything discussed.

Work Norms

We anticipate it will take us 12 hours per person per week to make the project successful. Work will be distributed on November 26th with updates/deadlines due every 2-3 days to distribute the work and figure out the data flow. We will decide who should do what tasks based on our backgrounds and who wants to do what. We will record who is responsible for what tasks in our meeting notes. If someone doesn't follow through on a commitment, we will follow up with them and figure out a new timeline. Work will be reviewed during meetings. We will also all subscribe to GitHub commits to ensure all code being committed is up to each of our standards. We will take a majority decision on the quality of work if there is a disagreement. If one or more team members aren't doing their share of the work and it's a recurring problem, we will talk to them and the TA. We will then make a group decision as to how we will meet deadlines and work with the different work habits of the team members. If we are coming up to a deadline and aspects of the project are not functioning properly, we will schedule an emergency meeting to ensure we finish everything.

Decision Making

For major decisions, we'll consult at least one other team member and email out to everyone else saying we've made the decision.