

Team Contract

Expected level of achievement and effort for each team member:

We would like to put enough effort into this project such that we receive an A. In order to accomplish this, we must assure that each team member is putting in as much time as he/she can spare. The amount of work dedicated per teammate should be roughly equal, however, our priority is to receive an A, so a team member may put more time into the project than others in order to accomplish this goal.

Personal goals for each team member:

Isaac:

I would like to learn how to use React and how to properly form an app in the model, view, controller abstraction within React. I would also like to learn how to use web packets in order to dynamically update web pages when the code for a page has been updated without reloading the page in the browser.

Nishchal:

I would like to get familiar with the Google Maps API and get more proficient with React and Javascript in general. Specifically, I would like to learn more about the mathematical and algorithmic capabilities that javascript has. I would also like to get more familiar with the javascript tooling such as Babel and Webpack.

Maryam:

I'd like to learn and become proficient in React.js because a lot of software companies today are using it and the concept of components and states are pretty interesting. At the end of this project, I'd like to know the ins and out of JavaScript, MongoDB and Node.

Bob:

I would like to learn React.js so I can write better web applications (easy to understand, ready for change, safe from bugs). I also want to be able to use Node and MongoDB to build a larger web application. I also would like to learn more Javascript tools on the way, such as Babel.

Team Meetings:

We plan on meeting a minimum of once per week, but trying our best to meet twice a week. We expect the length of the meetings to depend on the purpose of the meeting. Design meetings will take a longer time, as they require input and consideration from all group members and team iteration. Meetings to check in with each other and determine what work needs to get done

by who will likely be shorter. Meetings will happen on campus, either in the Student Center or in the Barker group study space.

Quality:

In order to maintain quality of our design, we will work on design work together as a group so that feedback can be incorporated instantly by different group members. If we get into a situation where we have to split up the design work, we will use meeting times to discuss the individual design work each of us has done and iterate on it. To maintain quality in our code, we will use a code review system where each person is assigned another person's code to review. We will review each other's code every other day.

How tasks will be assigned, and what to do if deadlines are missed:

Once a week during the meetings, we will decide what tasks each team member will work on based on interest and/or skills. We will keep track of which members are doing what task through a Google sheet. If a team member does not finish their task for the week, then they will have to make up the work that they missed for that week and their next task during the next week. If a team member knows that they have a difficult week due to another class, they should bring it up when tasks are being assigned, and are expected to pick up more work during the next week.

How decisions will be made and disagreements resolved:

For design decisions or other decisions that have a large impact on the overall project, the group will meet or discuss over text chat what the best course of action will be. If a majority of people agree with a certain decision, we will go with that decision. If the group is split 50-50 on the decision, we will seek guidance from a TA during our meetings with them or we will get their input via email if the matter is urgent.