

## **String Quartet Team Contract**

### **Expected level of achievement and effort for each team member**

The main goal of the team is to implement an interactive map that presents users with free food opportunity around MIT. We would like to meet all of our design requirement, and beyond, of the project. These include learning new design concepts, using external APIs, and getting better at web development. We aspire to work cohesively as a team and to learn from this shared software development experience, and of course to get a good grade in the class.

### **Personal goals for each team member**

*Ido*: to experiment with external APIs and datasets, to understand rails and activeRecord better, to finish the project on time, and to get a good grade.

*Cynthia*: to get to expand my knowledge of rails/web frameworks and make something pretty and interesting.

*Nitya*: to increase my level of comfort with Rails and ActiveRecord, and to experiment with external API's and libraries. Also to make something cool that I would actually use.

*Carrie*: to strengthen my software design and implementation skills, particularly how best to modularize code and make it easily modifiable.

### **Frequency, length and location of team meetings**

We will meet twice a week. One time before our weekly mentors meeting and the other for a hacking session. Our coordination meeting will be an hour long and will take place on Wednesdays at 4pm at stata. and our hacking session will be a two hours long sessions every Saturday at the student center. If a team member has to miss a meeting, we can still have a meeting with 3 team members in order to promise that we will stick to the deadline. We will try to have a meeting at least a day before a deadline ,to make sure that we will be able to complete the required tasks for that deadline.

### **How quality of work will be maintained**

In order to maintain quality of work we will use github to report bug and issues and to assign them to the appropriate owner. Further, we will all perform manual testing and write modal testing (i.e. unit testing). Finally in order to maintain design consistency we will agree on a wireframe that will help us in our front-end deisgn.

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

We will use a google doc to indicate who's doing what. If a team member cannot meet a deadline, he or she is required to share this concern with the group at least a day before the deadline. This why we will be able to help each other to complete tasks and to meet deadlines.

### **How decisions will be made and disagreements resolved**

If not all members are physically present at the meeting, we agree that a 3-person quorum is

sufficient for an urgent decision. If everyone is present, major decisions should be agreed upon unanimously, and minor decisions can be made via a majority vote.