Team Contract

Goals:

1. The primary goal of the team is to get an A on the project
2. Our personal goals are also all to get an A on the project
3. The biggest obstacle is time constraints and running out of time on the project. If one member does not have the bandwidth to complete their tasks on time, then it is the responsibility of the other two team members to pick up the slack until the third can free up their schedule
    a. In the case of prolonged absence of one of the team members, they must make up the work that they missed
4. Overall, it is not acceptable for one or two members to do more work than the others to get an A. We believe in equitable splitting of the work between the group members and, assuming we plan ahead of time and are proactive, this should be possible even with conflicts and busy schedules.

Meeting and Communication Norms

1. We will use the in class time primarily for team check ins and communication. This includes updating each other on our progress on the work and asking any questions about other components of the project. We will dedicate the rest of the time to getting as much of the project done as we can.
2. We think we will need to meet often, most likely every other day, so we can stay on top of the project. These will be short check-in meetings to determine what needs to be done next and to clarify any questions someone may have about their next step.
3. Meetings will be in person on the 5th floor of our fraternity house, since we all live on the same floor.
4. Outside of meeting we will use iMessage to text each other in a group.

Work Norms:

1. We anticipate 5 hours per week per person to make the project successful.

2. Iteration 0 Division of work

First: iteration #0

Before *iteration #1*, for each of these pieces, *both* other group members will complete an **iteration #0** in parallel:

(That is: *both* group members who are not the person assigned to *puzzle ADT iteration #1* above must be assigned to *puzzle ADT specs + t.s. iteration #0* below; and so on. Here "t.s." means a testing strategy that partitions inputs/outputs.)

Puzzle ADT specs + t.s.:	Ian	**Grammar:**	Nikhil	**Drawing prototype:**	Nikhil
	Jake		Jake		Ian
		Web API + t.s.:	Nikhil	**Client ADT specs + t.s.:**	Nikhil
			Ian		Jake
				Integration t.s. + tests:	Ian
					Jake

Puzzle ADT specs + t.s.	specs and testing strategy for puzzle ADT (no choosing tests or implementing)
Grammar	single grammar for "blank" and "solved" puzzles (no testing or implementation)
Web API + t.s.:	specs for client/server communication and testing strategy (no puzzle grammar, choosing tests, or implementation)
Client ADT specs + t.s.	specs and testing strategy for client ADT (no choosing tests or implementing)
Drawing prototype	hard-coded drawing of different puzzle components (not using puzzle or client ADTs)
Integration t.s. + tests	plan for manual testing of entire client/server system (partitions and outline of manual test cases)

3. Iteration 1 Division of work

Iteration #1

Fill in names in the boxes below to plan the division of work on different modules of your system as described in the spec. Record your decisions in your team contract.

You are required to divide the work such that *every* team member makes several *different kinds* of contributions. Assign **iteration #1** of these components, with two tasks per group member, such that no person is mentioned more than once in each row or column:

(That is: *puzzle ADT*, *parser*, and *drawing* must be divided among all three group members, and so on.)

Puzzle ADT:	Nikhil	**Parser:**	Ian	**Drawing:**	Jake
		Server:	Jake	**Client ADT:**	Ian
				Interaction:	Nikhil

Puzzle ADT	the ADT(s) for representing puzzles on both the client and server
Parser	parser for puzzles read from a file and sent from server to client
Server	HTTP server for sending puzzles to clients
Client ADT	the ADT(s) for representing client state
Drawing	function(s) or type(s) for drawing puzzles
Interaction	function(s) or type(s) to drive client interaction with server and user, handling user input

4. We will divide up future work goals on a shared Google document as problems arise
5. Deadlines will be set at the end of each class time.
6. If someone does not follow through on a commitment, we flexibly adjust the work and figure out ways to help them make up their work.
7. Work will be reviewed by one of the other team members.
8. If one or more team members are not doing their work, they will meet during class time to discuss it.
9. We will compromise and get the work done at a normal, on-pace rate, potentially by setting earlier internal deadlines.

Decision Making

1. We do not need consensus to make a decision. It is beneficial to have consensus, but in the case of severe disagreement, a ⅔ majority vote is all that is required to make a decision. This hopefully will encourage collaboration and discussion but provide a baseline to make sure we can make decisions quickly and efficiently.
2. Fixation is a natural occurrence. The main method will be to try multiple approaches if it is feasible. If it is not feasible, we will discuss the pros and cons of each idea and decide which is best. If one person is outvoted by the others, it is their responsibility to move forward and continue working.

Signed By:
Jake Jones
Nikhil Kakarla
Ian Gatlin