

Project 2 | Team Contract

6.005: Software Construction (Fall 2013)

Team Members

- Dongwei Jiang (mitjdw)
- Nicholas Matuzita Mizoguchi (nickmm)
- Rebekah J. Cha (rcha)

Goals

- **What are the goals of the team?**
 - Get an A. Finish a lot of the code/get the whole gist of the project down by milestone. Finish the project and if we have time, work on a special feature.
- **What are your personal goals for this assignment?**
 - mitjdw's goal is to gain more experience on design-first software group project and use this opportunity to make up his mistake in project1.
 - Nick's goal is to design a clean and working multiuser platform that the project requires, working together with his teammates to devise an elegant solution.
- **What kind of obstacles might you encounter in reaching your goals?**
 - Time constraints
- **What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable?**
 - We will still do our best to get an A.
- **Is it acceptable for one or two team members to do more work than the others in order to get the team an A?**
 - No, not really.

Meeting Norms

- **Do you have a preference for when meetings will be held? Do you have a preference for where they should be held?**
 - Night time (generally after 7)
- **How will you use the in-class time?**
 - Review previous tasks, work, ask questions
- **How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?**
 - A lot. We prefer to meet up and work together on the project rather than working separately
 - We might meet at: Student Center, group study rooms in Libraries, Simmons, Phippi
- **How will you record and distribute the minutes and action lists produced by each meeting?**
 - We will document the whole project in a googledoc, splitting the work between members. The action lists produced will be documented there as well.

Work Norms

- **How much time per week do you anticipate it will take to make the project successful?**
 - At least 10 hours?
- **How will work be distributed?**
 - After we finish the project design, we will split the project and distribute the jobs.
- **How will deadlines be set?**
 - Deadlines should take into account the available time each member has.
- **What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?**
 - The person will receive warnings from the other teammates. In the worst scenario, if it seems that the person stopped working on the project, we will ask for help to the staff.
- **How will the work be reviewed?**
 - Peer reviewed by each other.
- **What happens if people have different opinions on the quality of the work?**
 - Discuss, revise, and for the worst case, ask for advice from the TA.
- **What will you do if one or more team members are not doing their share of the work?**
 - It's not likely to happen, but confrontation will occur
- **How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?**
 - We'll make an effort to work early.
 - If there's music, we should use earphones.
 - We're okay working late into the night.

Decision Making

- **Do you need consensus (100% approval of all team members) before making a decision?**
 - 100% approval of all team members is required, but if a member takes too long to give his/her approval, it will be considered that he/she approved the decision.
- **What will you do if one of you fixates on a particular idea?**
 - We should discuss with each other to find the best solution for our project. After each member gives its arguments, we should vote for what is best. For the worst case, we will ask the TA for what he thinks it's best.