Team Contract
Team member: Pavel Muravyev, Chen Lian, Qian Lin

Goal
The basis goal of the team is to complete the project *abc player* satisfactorily by April 2nd. It is our shared goal to get an A in this project, and we will all put our best effort to achieve this goal. If any unexpected events prevent one of the team members from committing sufficient time to finish his or her part, this team member should inform the team in advance. It is acceptable for some team members to do more work in this situation.

   Throughout the project, each individual will gain experience with designing abstract data type for a specific problem, implementing programs in functional styles, design and preserve modularity in a project, lexing and parsing texts, and working collaboratively using git.

Meeting Norms
In-class time will be used for meeting and discussion of progress, and will be held at Stata. At least one meeting will be scheduled during the weekend at Student Center, and the exact time will be decided on a week-to-week base. An action list will be made for each meeting, and progress will be checked at the beginning of the next meeting. Notes on technical issues will be recording on a shared Google Doc.

Work Norms
The time commitment per week will be about 15 hours/person, but will ultimately depend on the completion of scheduled tasks. Work distribution will be decided based on individual's interest, and should be such that each person's task should be roughly coherent. Action list for meetings will record responsibility. Anyone who missed a commitment must give an explanation and a new deadline, and under extreme circumstances other team members may take over that commitment. All team members will participate in the design of test units, and it is the implementor's job to make sure that his/her work pass all the tests. The quality of job is to be decided by the implementor, given that it satisfies the overall goal of getting an A. Our plan is to finish the project before the last weekend (March 30), such that shall there be any delay we will still have a whole weekend plus two weekdays to catch up.

Decision Making
Consensus is needed before making major decisions (for example the overall data structure, interfaces between two modules), since these problems are fundamental and the price to correcting them is high. If one of the team fixates on a particular idea, he/she is free to pursuit that own his/her own time given that the overall progress is not compromised, and will need to demonstrate the advantage of his/her idea to the other members before the idea is officially incorporated. However, given the limited time of the project, that should not be a split of team's main plan.