

Team Contract

Members: Jason Hu (mjhu), Stephanie Gu (sgu2014), Sarah Edris (sedris), Paul Pantawongdecha (payutp)

Expected level of achievement and effort for each team member

At the completion of this project, we would like to create an application that attempts to tackle a small problem experienced in everyday life. We also want an A-worthy project that we can be proud of. We expect everyone to put in their equal share of work that is proactive towards the overall quality of the project.

Personal goals for each team member

Jason: I would like to use all that I've learned about design and rails and create an application that is useful and well designed.

Stephanie: I would like get more experience in designing a bigger project with a group of people, and create an application that solves a problem that can be applicable to my everyday life.

Sarah: I want to make a more substantial application using Rails, as well as make something that can be used outside of this project.

Paul: I would like to improve my skills in Ruby on Rails by implementing a bigger web application than previous small projects. The final project should be more like a real world web application that involves more aspects of web programming that I didn't touch before such as CSS.

Frequency, length and location of team meetings

Frequency: at least once a week

Length: under 2 hours

Location: Next House

How quality of work will be maintained

Quality of work will be maintained through code review and group discussions during meetings. Whenever a significant task is accomplished, all group members will look over the code to make sure it agrees with the design and uses good coding practices.

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

Tasks will be assigned during group meetings by choice. We will keep track of assignments by using a service called Trello, where we can assign tasks, keep track of tasks that are already done, look at tasks that need to be completed in the near future, etc.

If deadlines are missed, the person who misses the deadline will put \$10 in a group deadline debt fund to be used at the end of the project to celebrate.

How decisions will be made and disagreements resolved

Decisions will be decided by a majority vote. If a majority can not be achieved, then further discussion will occur. If after 30 minutes a decision still cannot be reached, then one person from each side will play best two out of three rock-paper-scissors to determine which side will win.