

Team Contract for Team “Ez-AR”

Preparation for Team Contract

1. What do I want to get out of the team project?

a. What do I want to learn?	Learn how to make a mobile app centralized on a good user interface design. Gain experience working in a group development project. Learn about UX and other HCI concepts.
b. How do I learn?	Watching videos, online courses. learn off of my team members documentation
c. What are my goals for the project?	Make the app functional and nice-looking, easy to use. Finish the product with a reasonable result. Meet team expectations
d. What are my hopes and fears about the group?	Hopes: Take the experience from this course and use it in the future. Enjoy the process of making the app. Fears: The app may be too hard to create or we might not have enough time.

2. What do I have to offer the team and project?

a. Previous experience (that might be useful to the team...)	Android Development, Web Development, Java, React Native, JS, etc.
b. Special skills (that I can teach/coach/contribute...)	Programming, testing, debugging

3. My Personal Preferences and Work Styles are:

Work individually on a job that I am given and ask team members for feedback or help if needed. I like to hear from my team mates about their work on their tasks during every meeting, and then solve any possible conflicts when looking at the whole scope of the project.
I prefer working on my own component on my own, then meeting later to bring components together. Divide and conquer.
Design then implement, rough draft and plan first then attempt to create. A little bit of trial & error.

Team Contract

2019_____

Date: ____Jan 22,

Tutorial Section: _____T03_____

Team Number: _____5_____

1. Team Goals

- Have fun, and learn as much as possible
- Gain good experience
- Create a user-friendly interface

2. Team Roles *(e.g., Code Reviewer, Lead, Designer, Architect, Technical Writer, Coordinator, etc.)*

Name	Roles
Nathan Chua	<i>Programmer, Contact</i>
Rakheem Dewji	<i>Programmer, Tester</i>
Igor Pieters	<i>Programmer, Designer</i>
Jian Liao	<i>Programmer, Lead</i>
Montasir Beehir Nasir	<i>Programmer, Architect</i>

3. Team Organization

How will you communicate?	Slack
Where/when will you meet?	Meet on campus, another location can be discussed if needed
How will you share files?	Github, google drive
What operating system will you use?	Windows
What editor(s) will you use?	Intellij, Android studio, VS Code, Eclipse, etc.
What editing style will you use?	Indentation, commenting (standard editing)
Any additional considerations?	

4. Expectations from Team Members (e.g., Attend all meetings – Bring donuts after missing a meeting, Complete project task before class – Kicked out of team if not completed 3 times, Be open to contributions and ideas from all team members, etc.)

Expectation	Consequence if expectation not met
Full communication	Team meeting as to why we are not communicating
Be on time	Let us know why you were late, 3 strike rule
Meet at least once a week	Let us know why you can't, 3 strike rule
Start assignments early	Kick out of group if not being completed, 3 strike rule
Attend Meetings	Bring timbits for the next meeting

All team members participated in formulating the standards, roles, and procedures as stated in this contract. We understand that we are obligated to abide by these terms and conditions.

- 1) _____ Rakheem Dewji _____ date January 22, 2019
- 2) _____ Nathan Chua _____ date January 22, 2019
- 3) _____ Igor Pieters _____ date January 22, 2019
- 4) _____ Jian Liao _____ date January 22, 2019
- 5) _____ Montasir Beehir Nasir _____ date January 22, 2019