

CPSC 4910, Fall 2020  
Dr. Alexander Herzog  
Team Contract Exercise

## AWS Team

### 1. Goals

- Our team will follow quality expectations based on Amazon's leadership principles, mainly customer obsession. We want to deliver a product that can be the most useful to our customer, the Clemson Makerspace and hold ourselves to a standard high enough to reach that goal.
- We want to foster a good working relationship with AWS to strengthen the connection between the company and the Capstone program.
- As a team, we want to learn as much as we can about the services that AWS provides and how Amazon operates so we can apply this to our future endeavors.
- We want to thoroughly and accurately execute AWS's "working backwards" process of developing software up to the expectations of our AWS mentors.
- As a team, we should develop enough trust in each other as developers and responsible professionals to the point where we would have no problems with working together again on another project.

### 2. Communication / Coordination

| Type of Communication       | Frequency   | Day/Time       | Team Member                                  | Venue           |
|-----------------------------|-------------|----------------|--|-----------------|
| Team meeting                | 1x per week | Tues 330-430pm | Team   | Google Hangouts |
| Status report to AWS        | 1x per week | TBD each week  | Team, Owen, Miller                           | Chime           |
| Status report to Makerspace | 1x per week | Friday Morning | Team, Meg, (cc Dr. Herzog and Prof. Russell) | Email           |

### 3. Role Definition

| Role               | Team member         | Associated Tasks   |
|--------------------|---------------------|--|
| Team Leader        | Reagan              | Oversee all aspects of project development; Assign all Azure DevOps tasks/user stories; Delegate work to maximize team potential; Primary development role will be helping with frontend piece |
| Frontend Developer | Josh Norman, Reagan | Design the UI/UX pieces using wireframe models<br>Develop the outfacing UI for the Makerspace  |
| Backend Developer  | Andy Hsu            | Design the SQL database necessary based on the requirements<br>Create the SQL scripts for proper migration ups and downs   |
| Full Stack         | Evan, Brayden       | Working on a variety of different components and helping out where needed  |

### 4. Participation and Conflict Resolution

Team members will be expected to attend all course lectures, lab sessions, and team meetings unless the team is presented with a valid excuse and prior notification. Any and all team conflict (whether project-related or not) will be addressed at the beginning of the weekly team meeting following the incident/conflict. A civil discussion will be held and moderated by the team leader who will hear both sides of the disagreement and—with the help and consultation of all team members—come to a compromise or other resolution. All merges into master should be reviewed by the team leader and at least one team member. Every team member should also be notified of each successful pull request. The code reviewers should not only check the quality of the given code, but also efficiency, consistency of formatting, and overall cohesiveness. As far as working hours each team member should put in a minimum of 3 hours and a maximum of 9 hours per week (not including lecture/lab times, including just meeting times and development time).

**Date 9/4/2020**

**Team member signatures**

Reagan Leonard

*Reagan Leonard*

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Evan Moxley

*Evan Moxley*

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**Brayden Fidler**

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Andy Hsu

*Andy Hsu*

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Joshua Norman

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