Consonance Team Contract

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Expected level of achievement and effort for each team member

We all want to make a project that is super polished and actually used. Our goal is to have the MVP actually usable and establish a user base so we are able to iterate off of user feedback for the final product. We want to get an A+ on this project and go beyond the project description. Our final product should be a site that people can use and enjoy for years to come with minimal admin support.

Personal goals for each team member

David
- Create an app that is both fun and useful
- Learn from my team in areas like coding skills and time management.

Santhosh
- Help create an app that I would use myself
- Make an algorithm for ranking players despite having different partners
- Get friends from high school to use it

Sashko
- Make an app that people will enjoy using
- Design something that doesn't follow fratty stereotypes, because all types of college students and older play pong
- Get my friends to use our project

Victor
- Develop an app that is useful in my life and other people
- Integrate different services into the app

Frequency, length and location of team meetings
- Meet once with TAs and at least one other time per week
- We will prepare for meetings ahead of time so they will not drag on. We will aim to allocate at least an hour and a half for each meeting. Our first goal of each meeting will be high level tasks such as planning, design, and feature decisions. If we get through these tasks with time remaining, we will spend the rest of the time coding.
- Meetings will be at Phi Sig (David, Sashko and Victor live at Phi Sig)

How quality of work will be maintained

We will strive to rebase small commits into a larger commit that encompasses a working feature. This way, we won't have to wade through an ocean of commits to find where a feature was developed, or where an error started.

We will do weekly code reviews so that we can catch errors made that week. The goal will be to have at least 2 eyes on every line of code. Every developer makes mistakes, and it can sometimes be hard to see even obvious errors or bad practices if you've been working on the same file for a few days. Before our meeting with the TAs each week we will all go over the codebase and make sure that we have read and understand all of the code in the repo.

When we encounter problems with the site that we can't fix immediately, we will file GitHub issues and assign them to the person most likely to be able to fix it, and mark them with the appropriate milestone.

How tasks will be assigned, and what to do if deadlines are missed
We will split up the work thematically into sections. For example, some people might want to work more on frontend or backend, or particular features. Then, we will define general goals for those features for the week and let each team member decide how to schedule their time.

How decisions will be made and disagreements resolved
In most cases we anticipate that we will be able to resolve disagreements through group discussion. If there is an issue about the usefulness of a certain feature or design problem, we will attempt to resolve the dispute by gaining more information by either demoing the feature or looking at other sites where they have encountered a similar problem. If these two methods do not resolve the issue we will reach out to John Wang who is one of the top contributors to Rails for guidance.