Team Contract

Goals:

1) What are the goals of the team?
Work together to make high-quality code, (ready for change, safe from bugs, easy to understand), rely on each other to fix up code, rely on each other in general, produce a top-notch project.

2) What kind of obstacles might you encounter?
Conflict of ideas, scheduling

3) Is it acceptable for one or two members to do more work than the others to get the team an A?
No. This cheats everyone on the team of the learning experience. We'll make sure work is distributed as fairly as possible. The grade we receive will reflect each person's effort.

Meeting Norms:

4) Where will meetings be held?
Random Hall.

5) How will you use in-class time?
*Discuss what to do between this and next class.
*Help each other regarding problems about the project.
*Look up code written since last meeting, code review

6) How often do you think the team will need to meet out of class?
Weekends

Work Norms:

7) How much per week do you anticipate it will take to make the project successful?
8 hours per person

8) How will work be distributed?
We'll divide modules amongst each of us. Each of us will be involved in testing, design, specifications and implementation. We'll only work on things we've discussed to work on. We won't be assigned whole time-tasking subproblems individually e.g. "X builds the parser".

9) How will you decide who will do each task?
Reasoned discussion about preferences, while maintaining the invariant of 8) above.

10) Where will you record who's responsible for what?
Text file within the repository that states what each person has done.

Decision Making

11) Do you need consensus (100% approval of all team members) before making a decision?
Regarding design and task-split decisions, yes.

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