

## **Contract**

### Expected level of achievement and effort for each team member

Everyone in the group will work as hard as they can to get an A on this project. We estimate each spending about 12-14 hours per week.

### Personal goals for each team member

Anuhya: Through this project I would like to further secure my understanding of the concepts we have learned in this class thus far. In the last project I started delving a bit deeper into CSS and styling and I would like to continue to do that in this project as well. I would also like to get further experience and understanding of how the MVC works and how I can optimize my code to take full advantage of it.

Trish: My main goal in taking this class was to become a better designer. I think I have already learned a lot in this respect over the course of the class so far, but I know there is more to be done. In the last project, we thought through our design very carefully together, but still found a couple gaping holes when it came to implementation. In this project my goal is to take that experience to heart and create a strong and thorough design before implementation, and then deliver on it. With more people on the team this time, I think this process of clarifying and specifying as much as you can in the design phase will be especially important so that we're all on the same page when developing. In the implementing phase, my main goal is to make each piece of my code, whether in the model, view, or controller, very modular, and to put the code in the right places (fat model, skinny controller).

Isabella: I would like to become better at dealing with team projects on github in terms of merges/ git etiquette. I would like to become more familiar and versed with the rails framework and the cleanest ways to perform certain tasks (i.e. saving objects in the database). I would also like to become better at separating concerns (MVC, what functions best belong in which file etc) and adhering to the fat model/ skinny controller style. I would like to become better at writing code that not only works but is generally accepted as the 'correct' way to do a task as opposed to simply hacking together a solution.

Ryan: I would like to become more experienced in making web applications and specifically in rails. I feel my level of understanding of rails is still very low compared to how well I understand systems languages. I still often resort often to web searches to do many simple things right now, and still don't feel I fully understand how things are working. I'd like to reach the point where I spend less time debugging than writing code as it is when I'm writing Java.

### Frequency, length and location of team meetings

Student center or McCormick

Length: one to two hours in length, two to three times a week

#### How quality of work will be maintained

We will require code reviews before pushing to the remote master branch. In addition to our shared Heroku, we will each have separate Heroku urls used for testing our own changes in production before pushing. Each person should test and comment the code they wrote before submitting it for review. We will not require unit tests in order to submit code.

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

Tasks will be assigned first on a voluntary basis, and then delegated by group consensus based on equality of labor. We will use Trello to simplify the assignment of tasks and track each other's progress. As soon as a team member realizes she cannot finish a task (or tasks) on time, she will inform the team and we will redistribute tasks as necessary to meet the deadline, and reprioritize if not all tasks can be completed on time. Deadlines will not be missed.

#### How decisions will be made and disagreements resolved

We will make decisions by group consensus. If there is a tie, we will continue discussing until a consensus or compromise is reached. Though we will try to respect the opinions and wishes of all team members, everyone is expected to honor the group's consensus.

