Team R: Ideas for HCI Project
October 2, 2020

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Preparation for Team Contract

Danny Tran

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

a. What do I want to learn?	Ui design, how to use git in a team setting, how to work well with a team.
b. How do I learn?	I learn by trial and error, and videos really help.
c. What are my goals for the project?	Create a ui that is intuitive and would function in a real-world setting.
d. What are my hopes and fears about the group?	My hopes are to not submit anything last minute. My fears are that team members will disappear.

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

a. Previous experience (that might be useful to the team…)	Worked in a team before.
b. Special skills (that I can teach/coach/ contribute…)	I'm good at managing things and coming up with ideas.

3. My Personal Preferences and Work Styles are:

I typically don't like to use IDE's and prefer simple text editors, but I'm not sure how well that will go with prototyping ui's.
I prefer to run stuff on linux when I can.

<u>Noah Bensler</u>

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

a. What do I want to learn?	I want to learn how to work with a team.
b. How do I learn?	Watching videos and trial and error.
c. What are my goals for the project?	Good grades.
d. What are my hopes and fears about the group?	The project will end up being more work than expected.

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

a. Previous experience (that might be useful to the team…)	Previous programming experience in java
b. Special skills (that I can teach/coach/ contribute…)	Nothing in particular.

3. My Personal Preferences and Work Styles are:

Creating a plan/design for each person before we start working.

Sebastien Wong

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

a.	What do I want to learn?	UI design, prototyping tools, design principles
b.	How do I learn?	Practicing and trial and error, working with the tools and code
c.	What are my goals for the project?	Make a good looking and function prototype
d.	What are my hopes and fears about the group?	We will bite off more than we can chew

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

a.	Previous experience (that might be useful to the team…)	Programming, a bit of web design
b.	Special skills (that I can teach/coach/ contribute…)	Probably not much

3. My Personal Preferences and Work Styles are:

I like working with VS Code when I can
I usually work with Mac OS but im comfortable with any OS
I like working with a good work schedule

Shamim Khalili

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

a. What do I want to learn?	I want to learn to UI design something thoughtfully, using prototyping tools well, not necessarily focusing so much on programming. I also want to learn to work with a team where everyone is eager to work together.
b. How do I learn?	Watching videos and trial and error can be helpful. Also important to have a supportive group.
c. What are my goals for the project?	Making a simple and creative project with good HCI. Also, high grades.
d. What are my hopes and fears about the group?	I hope the group can work well together. My fears are the team not communicating later in the term.

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

a. Previous experience (that might be useful to the team…)	Experience with editing video and images will probably be valuable for this project. Have other experiences working in team settings.
b. Special skills (that I can teach/coach/contribute…)	I have good experience working with Adobe Premiere Pro, Photoshop and generally audio visual editing.

3. My Personal Preferences and Work Styles are:

I like to work little by little, not leaving things to the last minute. And frequent communication and collaboration.
I usually work on Windows.

Team Contract   Date: Oct 2, 2020

Tutorial 04: _____   Team R: _____

1. Team Goals

<u>get a good grade, learn a lot, have fun.</u>

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

Name	Roles
Noah Bensler	***Technical Writer***
Sebastien Wong	***Architect***
Danny Tran	***Coordinator***
Shamim Khalili	***Lead Image/Video Designer***
N/A	

3. Team Organization

How will you communicate?	*We will use Microsoft Teams to message each other and hold video call meetings.*
Where/when will you meet?	*On teams Monday and Wednesday after class*
How will you share files?	*Through the Microsoft Teams file sharing.*
What operating system will you use?	*Linux and or Windows*
What editor(s) will you use?	*Prototyping tools recommended by the professor*
What editing style will you use?	*Indentation with comments?*
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
Attend at least 90% of meetings unless there's an emergency or reason	*They must spend extra time with team members to catch up*
Contribute to the project in a meaningful way	*Lose grades during the team contribution evaluation*
Treat other team members kindly and with respect	*No one will like you*
Don't plagiarize/ commit academic misconduct	*Kicked out of team and reported to the university*
Submit tasks and assignments on time	*You will be forced to explain yourself and buy coffee for everyone via uber eats*
Introduce yourself to the team	*If a team member never shows up, they must introduce themselves and catch up on everything*

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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) Danny Tran   date: September 21st, 2020

2) Sebastien Wong   date: September 21st, 2020

3) Noah Bensler   date: September 21st, 2020

4) Shamim Khalili   date: September 21st, 2020