

## Team Contract

### 6.170 Final Project

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- **Expected level of achievement and effort for each team member**
  - Jason will be pleased with a high B to A and wants a application that he will actually use. At the same time, he doesn't want the project to be overwhelmingly complicated and is expecting to spend 20 hours/week on average.
  - Julian wants to not be overly stressed by the project and wants a B to A for the project.
  - Max is more concerned with a working application, but will be happy with a B or higher. Max is expecting to spend 10-25 hours/week depending on the level of effort needed.
  - Shidan wants the website to be serve a purpose, and will be happy to get approval from the graders. Shidan spent 30 hours per week on the last project. Shidan wants to spend less on this project now that he's more experienced.
- **Personal goals for each team member**
  - Shidan wants to make the website pretty and enjoy the coding experience. Shidan wants to make a cool website that he can show around his friends and not be mocked at.
  - Julian wants to have more experience with the web version of the google maps api.
  - Jason wants to make a useful application that he and his friends can use, and wants to get better with node.js and using third-party APIs.
  - Max wants to help create a highly useful application, but doesn't wish to pursue this goal at the cost of personal sanity late in the semester. Max wants to find a happy medium between application success, improvement of personal skills, and teamwork.
- **Frequency, length and location of team meetings**
  - Our mentoring meetings will take place on Thursdays, and other meetings will place after 7PM on weekdays and as needed on weekends
- **How quality of work will be maintained**
  - Extensive testing will be conducted on each feature. Authors of the original feature will be responsible for maintaining their tests. If a new feature violates an existing test, the author of the new feature will be responsible for resolving the conflict. We will also make use of feature branches in GitHub to ensure modularity.
- **How tasks will be assigned, and what to do if deadlines are missed**
  - At a meeting, we will discuss the milestones for each team member for the next few days. We try to give each person an equal amount of work. The team members are expected to speak up if he runs into trouble or gets stuck.
  - If a team member finds the task to be overwhelming, he is expected to talk to the team at the earliest possible to get help. If we believe that we absolutely will miss a deadline, then we send TA emails to explain the situation.
- **How decisions will be made and disagreements resolved**
  - All high-level design and major infrastructure decisions will be made mutually at the outset of the project. Individual implementation and small-design choices will be delegated and decided upon by the individual developer. If a disagreement arises after the project is underway, the issue will be brought to all team members and we will attempt to reach a consensus. If such an agreement cannot be reached, we will consult the expertise and guidance of the 6.170 staff.

- If a team member makes changes that will affect other parts of the code, such as database schema or API, he is expected to tell the rest of the team.