

Team "); DROP TABLE teams Team Contract

Expected level of achievement and effort for each team member

- Kim
  - Enough to achieve my personal goals and help my other team members reach theirs
  - Not so much that I delay my recovery from mono
  - Probably more like 10 hours per week MAX - about two hours per day is about a third of the time I'm actually capable of working as long as I have mono, and the rest of it needs to go to things like eating, personal hygiene, and other classwork
  - If I have a finite number of tasks to do over Thanksgiving break I can probably do them, as long as there aren't too many - once again, I'll probably be sleeping a whole lot and driving around in a car a lot of the time
  - I know it'll put a burden on you guys, but I can do a lot more in my current state if I get small tasks from someone one at a time instead of a bunch of them at the start of a week or something like that
- Casie
  - Should probably work on features that are useful but not fundamental to the operation of the app, such as making the UI attractive with React.js
  - Ten hours per week max, to be readjusted according to improvement
- Shinjini
  - Would not like to work more than 20 hours a week on this. A reasonable commitment from me would probably be ~15hrs/week
  - Don't want a stellar app, but a functional, well thought out and usable app.
  - Personally would like to lean more on the usability side of the app (more usable than functional)
  - Am okay working over Thanksgiving break on this
- Lantian
  - 10-15 hours/week is reasonable.
  - Okay with Thanksgiving, too.

Personal goals for each team member

- Kim
  - To hopefully help lift my collective 77% on assignments 1-4 such that I can get an A or at least a high B in the class
  - To get more practice with the concepts of web programming and web design for my internship this summer
  - To fight off mono along the way (RIP)
  - To create an app that provides the best user experience possible within the time constraints
- Casie
  - To get a high B or a low A is achievable, but I don't want to overstrain my brain

- Would be happy with a C on the project in order to pass the class, but I also want to be a good and useful team member
- Shinjini
  - To get an A in the assignment (A-/B+ also okay, highest of what others want)
  - To create an app I am proud of and would like to use and have friends use
  - To think deeply about the concepts of the app and really have a product that meets the standards of a good, useful, useable app
  - To practice and apply good web development practices
  - Maybe learn a new technology (react,js)?
- Lantian
  - To get the most out of this assignment and to fulfill the requirements as much as possible.
  - And to prepare for future internship as well

#### Frequency, length and location of team meetings

- Meetings will ideally happen once a week, 1-2 hours.
- Meeting locations will take into consideration the locations of the sick people, with possible locations being Student Center 5th floor, Course 6 lounge and common areas in dorms
- There will also be more frequent discussions via email or facebook group chat

#### How quality of work will be maintained

- Code reviews. Each member will develop their parts in separate git branches and submit merge requests. Then they will add the request to the "Code Review" google doc for others to see and claim for review. Once review is approved, it can be merged to master.
- Thorough commenting, especially upon request. If a team member suggests you add some comments, don't brush them off.
- Good documentation, so that we don't have to read code to understand what a function does

#### How tasks will be assigned

- We will have a priority list of features which themselves will have tasks associated with them (and an estimate of how long it should take). Then each team member can choose what they want to work on. After they are done, they can choose another task to work on and so on. They can report how long it actually took to aid estimations of future tasks.
- Have team deadlines by which we want major features/tasks to be completed by and maintain awareness of these deadlines.

#### What to do if deadlines are missed

- Discuss the reason for the missed deadline and react appropriately. Appropriate reactions may include but are not limited to:
  - Talking to Kim and Casie's S^3 deans in the likely even that mono or a concussion is to blame

- Setting a new deadline and taking whatever penalty to the grade comes with it
  - Discussing the situation with Profs Jackson and Gifford to see what they would consider reasonable
- Discuss issues that come up (other commitments, illnesses) beforehand so that we can discuss what to do and hopefully have other team members take up some extra work or get appropriate extensions (still with deadlines of their own, but perhaps more spread out)

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

- First, try to reach a consensus amongst ourselves with respectful conversation
- Next, if we can't make the decision, try to get input from an outside source such as a TA or professors and discuss again considering their input (This especially applies in cases of technical disagreements)
- If we really can't decide, put it to a vote that will (hopefully) not resolve to a tie such as giving each team member an odd number of votes to distribute, as we did for team name selection, or however seems appropriate for the decision at hand
- If that fails do something stupid like put it into a random number generator and remember that this project is (probably) not something that is going to matter much ten years from now, but our friendships are <3
- Also we can do the random number thing and once we have a decision made, that might affect how people feel about it and give us more insight to make a better decision :)
- We will not be afraid to revise our decisions as necessary after we have made them, but we will also not question them until we've re-discussed them as a group