A. Preparation for Team Contract (Based off template from Nathaly Verwaal)
Name: Eric Wu, 30055876

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

a. What do I want to learn?	**I want to learn about how to efficiently make a better designed interface that doesn't make the user feel like he/she is distracted.** *(e.g., Programming, Game Design, Team Management, etc.)*
b. How do I learn?	**I learn by trial and error, watching and reading tutorials.** *(e.g., Reading a Text, Watching a Video, Trial and Error, etc.)*
c. What are my goals for the project?	***My goal is to get a good grade and be better at design.*** *(e.g., Good Grades, Attractive Game, Smart A.I., etc.)*
d. What are my hopes and fears about the group?	**My fear is that the project will take up too much time, and my hope is we will get our project done on time.** *(e.g.,Project will take too much time, Late nights before deadlines, My ideas will be ignored, etc.)*

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

a. Previous experience (that might be useful to the team…)	**Being a functionality and code reviewer for the team, and slight technical writing.** *(e.g., Played the Game or a Similar Game, Programming, etc.)*
b. Special skills (that I can teach/coach/ contribute…)	**Technical writing, and functionality testing** *(e.g., Technical Writing, Conflict Resolution, Programming, Generate Ideas etc.)*

3. My Personal Preferences and Work Styles are:

Having someone be working on the same task as me so that way we can accomplish the task faster.
I also like working at my own pace, and preferable working on things in afternoons or evenings.
Having breaks occasionally from time to time between work to come up with new ideas, and to rejuvenate/motivate me to work again.

A. Preparation for Team Contract (Based off template from Nathaly Verwaal)

Jack Yang: 30062393

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

a. What do I want to learn?	Importance of UX and what UX really means.
b. How do I learn?	I like to watch videos, there is a lot of video resources and they are easy to retain information from.
c. What are my goals for the project?	A good understanding of how important UX means to me and how much affinity I have with UX design
d. What are my hopes and fears about the group?	General creativity and how much time/effort it will take to perfect our ideas.

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

a. Previous experience (that might be useful to the team…)	Very casual game design, avid internet user.
b. Special skills (that I can teach/coach/ contribute…)	Very bad Chinese.

3. My Personal Preferences and Work Styles are:

Working at my own pace. Do not like having a tight deadline, very stressful.
I have a very loose schedule; anything goes at anytime. Message me about anything etc.
Like to have something present to work on, don't like to start things new.

A. Preparation for Team Contract (Based off template from Nathaly Verwaal)

Sophia Ngo 30063935

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

a. What do I want to learn?	Process of UI design and explore HCI further *(e.g., Programming, Game Design, Team Management, etc.)*
b. How do I learn?	From making mistakes during the process *(e.g., Reading a Text, Watching a Video, Trial and Error, etc.)*
c. What are my goals for the project?	Make a good looking UI *(e.g., Good Grades, Attractive Game, Smart A.I., etc.)*
d. What are my hopes and fears about the group?	Having to rush near the end of the project *(e.g.,Project will take too much time, Late nights before deadlines, My ideas will be ignored, etc.)*

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

a. Previous experience (that might be useful to the team…)	Previous CPSC classes *(e.g., Played the Game or a Similar Game, Programming, etc.)*
b. Special skills (that I can teach/coach/ contribute…)	Eye for design *(e.g., Technical Writing, Conflict Resolution, Programming, Generate Ideas etc.)*

3. My Personal Preferences and Work Styles are:

Working on parts by myself, sharing work after
Working in a group setting during day (no late night team work)
Getting initial ideas and prototypes done early

A. Preparation for Team Contract (Based off template from Nathaly Verwaal)

Soumya Kumaria

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

a. What do I want to learn?	*Design an interactive User Interface* *(e.g., Programming, Game Design, Team Management, etc.)*
b. How do I learn?	*Reading, watching videos and experimenting with software* *(e.g., Reading a Text, Watching a Video, Trial and Error, etc.)*
c. What are my goals for the project?	*Create something visually appealing and usable* *(e.g., Good Grades, Attractive Game, Smart A.I., etc.)*
d. What are my hopes and fears about the group?	*The Project will involve too much documentation and work* *(e.g.,Project will take too much time, Late nights before deadlines, My ideas will be ignored, etc.)*

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

a. Previous experience (that might be useful to the team...)	*Recreated a game (Pacman), Coded a scholarship awarding system* *(e.g., Played the Game or a Similar Game, Programming, etc.)*
b. Special skills (that I can teach/coach/ contribute...)	*Generate ideas* *(e.g., Technical Writing, Conflict Resolution, Programming, Generate Ideas etc.)*

3. My Personal Preferences and Work Styles are:

I like working in silence. I don't work well with too many noises.
I like to discuss the group progress and problems in a team meeting.
I like to get things done at least a day before the deadline.

A. **Preparation for Team Contract** (Based off template from Nathaly Verwaal)

Sydney Kwok (30073206)

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

a. What do I want to learn?	I would like to learn more about user-centered design and how to methodologically take human-computer interaction into account while designing a product.
b. How do I learn?	I learn best by doing. If I am learning a new thing I will usually refer to given materials or surf the web / watch Youtube videos to learn more about the topic or how to do something.
c. What are my goals for the project?	To design something cool, to apply the UCD methods we learn in class, and to ultimately get a good grade!
d. What are my hopes and fears about the group?	Personally, I'm really bad at coming up with creative ideas so I am worried that I won't be able to come up with any good ideas for the project.

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

a. Previous experience (that might be useful to the team...)	I don't know how much programming we'll do but I definitely have lots of experience with that. More specifically, I have recently done work with basic game design, cryptography in Python and manipulating JSON files in Java.
b. Special skills (that I can teach/coach/ contribute...)	Programming and Technical Writing

3. **My Personal Preferences and Work Styles are:**

I work well with deadlines.
I like working as a team but I also like working individually and regrouping at a later time to put things together.
Pretty flexible schedule but I usually get most of my work done over the weekend.
Lately I have been working more in the morning so I can relax in the evening.

B. Team Contract

Tutorial Section: T04   Team Number: P

1. Team Goals

Get a good grade
(e.g., get a good grade, make a visually appealing application, create a useful application, etc.)

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

Name	Roles
Sophia	UX designer
Sydney	Technical writer
Soumya	Code reviewer, Coordinator
Eric	UI designer
Jack	Researcher

3. Team Organization

How will you communicate?	Microsoft Teams *(e.g., Email, Skype, Instant Messaging, etc.)*
Where/when will you meet?	Microsoft Teams, Mondays at 2pm *(e.g., On-Campus, Off-Campus, Mondays, etc.)*
How will you share files?	Microsoft Teams, Github *(e.g., Email, USB, Dropbox, BitBucket etc.)*
What operating system will you use?	Windows *(e.g., Scientific Linux, Ubuntu, Windows, etc.)*
What editor(s) will you use?	Visual Studio *(e.g., gedit, Notepad, etc.)*
What editing style will you use?	Reply in Teams *(e.g., indentation? commenting? etc.)*
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
Show up to meetings	Get spam messaged
Contribute to team project	Work closely with another member
Meet deadlines set by team	Get talked to
Be nice and respectful to team members	Silent treatment

****

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) _Eric_____date_Sept 23, 2020____

2) _Jack_____date_Sept 23, 2020____

3) _Sophia_____date_Sept 23, 2020____

4) _Soumya_____date_Sept 23, 2020____

5) _Sydney_____date_Sept 23, 2020____