

B. Team Contract

Date: Jan 22 2019

Tutorial Section: 3

Team Number: 42

1. Team Goals

<p>Good grade, functional, on-time</p> <p><i>(e.g., get a good grade, make a visually appealing application, create a useful application, etc.)</i></p>

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

Name	Roles
Mark	Programmer, Contact,
Greyson	Programmer,
Paul	Programmer,
Steven	Programmer,
	Programmer,


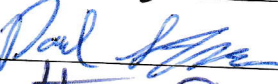
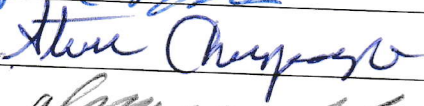

3. Team Organization

How will you communicate?	Slack <i>(e.g., Email, Skype, Instant Messaging, etc.)</i>
Where/when will you meet?	CPSC labs, Wednesday (12:00) <i>(e.g., On-Campus, Off-Campus, Mondays, etc.)</i>
How will you share files?	Git <i>(e.g., Email, USB, Dropbox, BitBucket etc.)</i>
What operating system will you use?	Windows/Linux <i>(e.g., Scientific Linux, Ubuntu, Windows, etc.)</i>
What editor(s) will you use?	Android Studio / Eclipse? <i>(e.g., gedit, Notepad, etc.)</i>
What editing style will you use?	<i>(e.g., indentation? commenting? etc.)</i>
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
Communicate weekly	Warning (3 = stocks)
Write readable code	Fix it
functional code	Fix it
Finish deliverables	Exemption Potential Removal
Accept/Give Constructive Crit.	

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)  date Jan 22/19
- 2)  date Jan 22/19
- 3)  date Jan 22/19
- 4)  date Jan 22/19
- 5) _____ date _____