

Not Fritter: Team Contract

- Expected level of achievement and effort
 - Each teammate needs to put in a Fritter amount of work (~50 hours?)
 - Try to achieve a website with good UI/UX and interesting concepts
- Personal goals
 - Steph
 - Gain experience with project management
 - Develop design skills
 - Become more comfortable with full stack web development
 - Sabina
 - Get more experience full stack development in a team setting
 - Apply the design skills learned throughout class on a real-world application
 - Tess
 - Get more experience working on fullstack from a brand new project (used to working on existing code and not writing from scratch)
 - Gain a better understanding of how to segment code (what folders for what things/etc) again from a standpoint of how to start your own project
 - Get a better understanding of reactive frameworks (specifically using React)
 - Jonathan
 - Gain experience working with full stack web development
 - Apply design skills and concepts to real-world
 - Gain experience coordinating parts of a project with a small team
- Team meetings
 - Frequency
 - Video meetings on Saturday (work time) and Wednesday (brief check-in)
 - Additional communication on Messenger
 - Length
 - on Saturdays, between 4-8 pm maximum
 - otherwise, Wednesdays after 6pm are generally good
 - Location
 - Zoom
- How quality of work will be maintained
 - Standardized workflow
 - Each person works on a branch for a feature when in development
 - Teammate code review before merge (pairings specified in Trello)
 - quick manual test to see that the implementation works as expected
 - check to see if there are appropriate automated tests added and pre-existing tests don't fail
 - also check that it matches code style
 - CI/CD

- Automatically test and check that deployment still works when changes are made
 - Jest for automated testing, Github Actions for CI/CD
- How tasks will be assigned, and what to do if deadlines are missed
 - How tasks will be assigned
 - Steph will be in charge of managing the Trello board, but the rest of the team should also proactively add/claim tasks when needed, and tasks will be discussed (and revised if necessary) during team meetings
 - Teammates should all make sure the status of their tasks are up to date on Trello
 - What to do if deadlines are missed
 - Communicate with the rest of the team early if you don't think you'll be able to meet a deadline.
 - Call for a meeting to decide how to either reassign tasks or downsize deliverables.
- How decisions will be made and disagreements resolved
 - How decisions will be made
 - Important decisions, especially ones that affect other team members' work, will be made collectively in Messenger or in team meetings
 - Decisions will be documented for later reference
 - How disagreements will be resolved
 - All team members will vote on proposed solutions. If there is an unresolved tie, choose randomly (although hopefully we can come to a consensus and avoid this scenario -- if not, hopefully that's because all options are equally reasonable)

Electronic Signatures

Jonathan Wang

Stephanie Yoon

Tess Gustafson

Sabina Chen