Goals

- What are the goals of the team?
    - To learn some awesome hacking skills from eachother.
- What are your personal goals for this assignment?
    - Chase - Learn how to modify music
    - Louis - Get beter at doing things in java, including big things
    - Will - Gain experience working on coding projects with multiple people
- What kind of obstacles might you encounter in reaching your goals?
    - Coordinating times for meeting eachother; working with svn (we might try git)
- What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable?
    - We will try and talk to them. If that doesn't work, the two who want an A will sadly have to pick up the slack.
- Is it acceptable for one or two team members to do more work than the others in order to get the team an A?
    - If it comes down to that, then yes.

Meeting Norms

- Do you have a preference for when meetings will be held? Do you have a preference for where they should be held?
    - We live in the same dorm, so we will meet probably at night in the BC conference room or in one of our suites.
- **How will you use the in class time?**
    - **To meet and hack.**
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
    - Twice or three times a week. Probably around an hour.
- Will it be okay for team members to eat during meetings?
    - Absolutely
- How will you record and distribute the minutes and action lists produced by each meeting?
    - Google docs or email or source code control

Work Norms

- How much time per week do you anticipate it will take to make the project successful?
    - probably 15 each per week.
- How will work be distributed?
    - By consensus
- How will deadlines be set?
    - By general consensus
- How will you decide who should do which tasks?
    - Whoever wants what; otherwise straw pulling.
- **Where will you record who is responsible for which tasks?**
    - **Google docs.**
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
    - We will talk to them, and work together to make sure the issue is resolved

- How will the work be reviewed?
  - Github code review
- What happens if people have different opinions on the quality of the work?
  - We will talk about it. We will learn from each other.
- What will you do if one or more team members are not doing their share of the work?
  - Ask them to do more; bribe them with cookies.
- How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?
  - If the work is done by the deadline we set, then it doesn't matter when it was done.

Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
  - No; 2/3
- What will you do if one of you fixates on a particular idea?
  - Talk about it and hopefully come to some compromise.

Signed on March 11:

Chase Lambert
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Louis Sobel