Team Contract for Project 2

Team Members: Yonglin Wu, Yunzhi Gao, Shu Zheng

I. Goals

What are the goals of the team?
■ Our most important goal would be to finish the assignment successfully and get an A.
■ We would like to collaborate in an effective and positive manner for the project.
■ We would like a final product that the entire team would be proud of.

What are your personal goals for this assignment?
■ To become better problem-solvers and software engineers.
■ To be able to apply the knowledge presented in class to solve more open-ended, creative, and interesting problems.
■ To become more versed in the design patterns, structures, and software engineering concepts presented in class.

What kind of obstacles might you encounter in reaching your goals?
■ Any of a number of bugs that could plague any java project. Outside of debugging, other obstacles could be interpreting concurrency, and coming up with efficient code structures.
■ Team conflicts, including diverging opinions, time conflicts, differing priorities.

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 strive for an A.

Is it acceptable for one or two team members to do more work than the others in order to get the team an A?
■ We will try to split up the work evenly. But in case of special circumstances, team members will cover for each other.

II. 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 will be meeting in class Mon, Wed and Fri to do team updates. Otherwise, we will most likely meet at night.
■ Meetings will be decided on the day of.

How will you use the in class time?
■ In-class time will be focused on updates and team coordination, not actual coding.

How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
■ We will at least need to meeting twice a week outside of class, probably for 2 hours each. Communication will be ongoing between all team members outside of meetings, as work should constantly be getting done.

Will it be okay for team members to eat during meetings?
■ Yes! We want our team members to be happy.

How will you record and distribute the minutes and action lists produced by each meeting?
■ A communal Github repository and emails.

III. Work Norms
How much time per week do you anticipate it will take to make the project successful?
■ Around 15 hours per week

How will work be distributed?
■ We will decide, at each meeting, what needs to be done for before the next meeting, and then we will try to divide the work evenly according to individual preferences.

How will deadlines be set?
■ Obviously, based on project deadline set by 6.005. But we'll try to set our team deadline 24 hours earlier.

How will you decide who should do which tasks?
■ Personal preference for tasks, with consideration for team members' other commitments.

Where will you record who is responsible for which tasks?
■ A communal Github documentation that is frequently updated

What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?

■ We will require everyone to give update on their status every 24-36 hours to make sure that if someone falls behind early, we'll be able to cover the loss as a team.

How will the work be reviewed?
■ Code should always be commented, and we will need to explain the code to each other so this will reinforce good coding practice.
■ Prior to final submission of our code, at least two team members will have read the code.

What happens if people have different opinions on the quality of the work?
■ We will try to ask the people who gave the opinions how they would do it, and try to incorporate into the work.

What will you do if one or more team members are not doing their share of the work?
■ If one member is not doing their share of work, then they will let the rest of the team know early and we'll figure something out (likely everyone pull all nighters and finish the project)
■ If more than one person is not doing their share of work. Then everyone can just drop the class.

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)?
■ We will come to an agreement beforehand about our team's "overall work habit".
■ As long as we hit the deadline with high quality product, we don't really care how each person completes their work.

IV. Decision Making
Do you need consensus (100% approval of all team members) before making a decision?
■ Yes.

What will you do if one of you fixates on a particular idea?
■ If the idea is in the context of one's code, then as long as they satisfies the specs, then they use any idea.
■ We will try to convince them otherwise. If they are unconvinced, then there is probably some validity behind their argument and we will try to incorporate their idea.