

Surf the High C's – Team Contract

Team Members: capolino, husayn, kgm, vcvos52

Team Contract:

- Expected level of achievement and effort for each team member
 - o Every team member is expected to put approximately the same number of hours and effort into the project. We expect to create a high-quality product that can be put into production and be utilized by the MIT community, and we strive to complete all deadlines in time, and to work until every rubric point is met (*).
- Personal goals for each team member
 - o capolino: I'd like to create a product that possibly could be put into real production at MIT, convincing Suzy Nelson and MIT dining to adopt it. I'd also like learn a lot about product development and be able to follow a smooth development timeline.
 - o Husayn: I would like to get more experience getting end-to-end web development experience. The psets were nice in that they focused on specific topics in the class (reactivity, UI, design, databases, routing, etc.), but combining all of these concepts into a single project will help crystallize the entire development process for me. I am also really excited to help solve an issue that I know is extremely prevalent and is not necessarily discussed often at MIT: food insecurity and food waste. While I think MIT has the resources to resolve this fairly quickly (by simply paying for swipes with copious funds), I think by developing a tool that will hopefully be used by a number of MIT community members, we can get direct feedback and make improvements on the fly. Because I am trying to get a better understanding of conceptual design, this will certainly help!
 - o kgm: I would like to create a product that not only meets the ambitiousness and design quality standards of 6.170, but also gets used and benefits the MIT community and perhaps even other food insecure campuses or communities under similar food systems. I would also like to hone the conceptual design skills that we used in our problem sets, in order to have a concrete understanding and apply it to all future projects!
 - o vcvos52: Working in a consistent and timely manner is very important to me. Completing each of our benchmarks that we set out for ourselves in an agile manner so that we can iteratively develop our product will be essential in achieving our goals. In addition to refining the technical skills that I have learned in this class, I also look forward to gaining experience on the business side. Our team is in a unique position where we will be required to meet with and work together with officials from outside of our team. This will be very valuable experience that can translate well to industry.
- Frequency, length and location of team meetings
 - o Meetings will occur weekly at least once (possibly twice). They will all be at least one hour long, and will be located in the 2nd floor lounge of building 36. We hope to meet with Alice also weekly or biweekly according to schedule constraints and to progress.
- How quality of work will be maintained

- o Quality of work completed will be determined by viewing the progress reports of each member at our group meetings, and reviewing the changes added to the code base to ensure nothing slips past us and causes future headaches (so basically code review). We might utilize pull requests for merging into master, but probably not for individual branches because that would hinder the development process more than needed for the scope of the project.
- How tasks will be assigned, and what to do if deadlines are missed
 - o Tasks will be assigned naturally following discussions. We will try our best to assign each other sections that team members would like to work on, and we will rotate on not particularly desired parts.
- How decisions will be made and disagreements resolved
 - o Group discussions will result in group decisions. Disagreements will be followed by long discussions and evaluation of tradeoffs as a group.
 - o Majority-based consensus will decide the final outcome of a particular discussion.

(*) excluding if there is a rubric point on implementing csrf testing :P