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
  + 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
  + 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.
  + husayn:
  + kgm:
  + 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
  + 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
  + Quality of work will be ensured at every commit. We will make sure each commit conforms to the expected quality of work and, if not, we require the committer to explain why this has not been achieved and when will it be.
* How tasks will be assigned, and what to do if deadlines are missed
  + 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 popular parts.
* How decisions will be made and disagreements resolved
  + Group discussions will result in group decisions. Disagreements will be followed by long discussions and evaluation of tradeoffs as a group.

(\*) excluding if there is a rubric point on implementing csurf testing, lol