Goals

- What are your personal goals for this assignment?
 - Overall team goal: aiming for an A
 - Sabrina: To practice designing and writing good code for a larger team project and see how everything we've learned fits together, and to receive a good grade
 - Vicky: To gain experience working in a team for a software related project, and apply the learnings throughout the semester. If I can't spend a lot of time on this assignment it might change to just get this assignment over with (but hopefully not:'))
 - Yifan: To be able to apply and exercise what we have learned (and to solidify gaps I have in my learning), to receive a good grade
- Is it acceptable for one or two team members to do more work than the others in order to get the team an A?
 - Aiming for contributions to the project to be equal
 - If special conditions arise (like sickness), other team members will take over more work
 - If two people in the group both agree that the third member is slacking off, then this should be brought to attention to the TA or instructor and the acceptability depends on how much work they've contributed
- 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?
 - If all members decide we want to get an A but due to time constraint one team member decides that a B is acceptable, then this situation should also be brought up to the TA or instructor as well and outcome will also likely depend on how much work they have contributed
 - o Be open and honest about communication

Meeting and communication norms

- How will you use the in-class time?
 - Use in-class time as check-ins and for design decision making
 - Code review / pair programming in class
 - Follow check-in timeline as specified in project handout
- How will you communicate outside of meetings? (Email list? Realtime messaging platform?)
 - Messenger group chat
 - Reasonable amount of time to expect a response by is within 12 hours (but ASAP as a general rule of thumb)
- How often do you think the team will need to meet outside of class time? How long do you anticipate meetings will be?
 - o Team check-in over the weekends for at least 1 hour
 - Specific time decided the Thursday before in class
 - First one will be 4/30 8pm over Zoom
 - Can set meeting goals for ourselves

Work norms

• How will work be divided among team members? (Show how you filled in the boxes from the project handout.)

Iteration #1

Fill in names in the boxes below to plan the division of work on different modules of your system as described in the spec. Record your decisions in your team contract.

You are required to divide the work such that every team member makes several different kinds of contributions. Assign iteration #1 of these components, with two tasks per group member, such that no person is mentioned more than once in each row or column:

(That is: puzzle ADT, parser, and drawing must be divided among all three group members, and so on.)



First: iteration #0

Before iteration #1, for each of these pieces, both other group members will complete an iteration #0 in parallel:

(That is: both group members who are not the person assigned to puzzle ADT iteration #1 above must be assigned to puzzle ADT specs + t.s. iteration #0 below; and so on. Here "t.s." means a testing strategy that partitions inputs/outputs.)



- Where will you record who is responsible for which tasks? (Including future tasks that come up over the course of the project.)
 - o Google doc (meeting notes) that's shared between the three of us

Decision making

- Do you need consensus (100% approval of all team members) before making a decision?
 - Ideally consensus / compromise
 - o If not, then each party can try to convince the other(s) and after a certain amount of time (decided per situation), a decision is made with $\frac{2}{3}$ votes

Names: Yifan Wang Vicky Li Sabrina Cai