

6.170 Final Project Team Contract

Lucy Yu, Chongyuan Xiang, Yang Chen, Andre Mroz

Part 1: Expected level of achievement and effort for each team member

Lucy Yu I would like to create a functioning app and earn an A. I would put in a minimum of eight hours per week (ie. 4 on Saturday and Sunday) and expect each other member to do the same.

Chongyuan Xiang I would like to earn an A+, and create an app that I will really use with my friends. I expect to spend eight hours per week on this project.

Yang Chen I would like to create a new product that can attract users by its functionalities and earn an A+. I'm willing to put in a minimum of 8 hours a week and as much as need to complete my assigned task.

Andre Mroz I would like to create a working product. I'm willing to put in 8 hours a week and rush time on Sundays.

Part 2: Personal goals for each team member

Lucy Yu My goal is to learn more about Rails, learn how to collaborate on a project in a group, and earn an A.

Chongyuan Xiang My goal is to learn how to integrate public APIs with rails applications.

Yang Chen My goal is to get more javascript/rails experience, get familiar with Google Maps API and save my grades in the class.

Andre Mroz My goal is to become better at dealing with rails and to feel comfortable enough with web programming to do 6.470.

Part 3: Frequency, length and location of team meetings

We expect to have team meetings twice a week for a minimum of two hours at the student center.

Part 4: How quality of work will be maintained

We will discuss the quality of the work at each team meeting as well as mass email all team members if someone's code introduced a bug.

Part 5: How tasks will be assigned, and what to do if deadlines are missed

We will assign the tasks based on people's interests and capabilities in our group meeting. Each person should have roughly the same amount of tasks in documentation, implementation and testing.

If the deadlines are missed, we will still try to hurry and finish the missed objective before continuing onto the next objectives. We will discuss and adjust our working agenda accordingly to make sure we can catch up with the pace in that scenario.

Part 6: How decisions will be made and disagreements resolved

We encourage open discussions and negotiations regarding task assignments, timelines, detailed designs, etc. However, members should make their efforts to make such discussions be as efficient as possible and should not spend too much time on arguing trivial details. For each decision to be made, we will attempt to reach a consensus. In cases when a consensus is unreachable, the team should directly pick the preference of the majority group.

Once a certain decision is made, no member should act against the decision without notifying others, or simply default on the commitment without providing valid reasoning for the action.

Date: Nov. 6th, 2013