- **What are the goals of the team?**
  - We want to learn how to use what we've learned in 6.031 in a real-life project
  - We want to be able to fully understand how ideas like test-first programming, SFB, etc. can really help organize a real-life project.
- **What are your personal goals for this assignment + obstacles??**
  - Parky: I want to learn how it feels like to code up a working project with other people. An obstacle I forsee is that my team might not be in symphony, but that is what it means to work with other people -- we need to learn how to manage our differences.
  - wqcluo: Learn valuable software engineering skills within a team context, and learn how to cooperate with others on a larger scale project.
  - Ccheung9: I want to understand how tools and ideas we've learned and struggled through in 6.031 can provide much easier ways of constructing software. I also want to learn how team workflow in software development occurs.
- **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?**
  - Parky: I need an A. I wouldn't like that.
  - wqcluo: Communication is important. Most likely, we would need to sit down as a group and talk through how if other team members want to get an A, then all other team members should put in the work to help support them towards that goal. Besides, it's all about the learning process!
  - Ccheung9: I also need an A! Communication is key, just like in any relationship. If someone really wanted a B instead, they should at least talk to us first and explain their reasoning.
- **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 as a team would be very circumstantial -- we understand that things come up and some members might not be able to pull their weight all the time. However, this is not to say that members should take advantage of each other.
- **How will you use the in-class time?**
  - To work on the project. More importantly, we would update each other on our progress and help each other if and when necessary.
  - We would also use the time to ask Czarina for help and guidance.
- **How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?**
  - To be honest, we aren't sure yet. We haven't started working on the project yet, but it seems reasonable that we can work on the project during our own times and come together to work on truly difficult problems or update each other on our progress.
- **Where and when will outside-class meetings be held?**
  - We're all pretty close friends and study together on a daily basis at the student center from 7PM-2AM so sometime during that time frame should work.
- **How much time per week do you anticipate it will take to make the project successful?**
  - Seeing that we have put in around 5-40 hours a week for PSets for this class, this seems about reasonable that we spend this much amount each week on the project.
- **How will deadlines be set?**
  - TBD for when we start working on the project. But it will be a democratic process.

- **What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?**
  - Talk with them if it's a one time offense, but if it keeps happening then talk with our mentor for future advice.
- **How will the work be reviewed?**
  - People not working on that specific part will look at and comment the code.
- **How will you communicate outside of meetings?**
  - Word of mouth
  - Facebook messenger
  - iPhone Messages
- Do you need consensus (100% approval of all team members) before making a decision?
  - If the issue is not that urgent, then yes, we should get 100% approval. Otherwise, if the issue is very urgent, just obtain as much approval (ideally at least one other person) as we can before moving forward.
- **How will work be divided among team members?**

	Server-side logic	Game logic	Client-side logic
Spec	William	Brian	Chris
Test	Brian	Chris	William
Code	Chris	William	Brian

- **Where will you record who is responsible for which tasks?**
  - We will have a Google sheet listing all the tasks, and who is assigned to them.
  - We'll also have a column to list if/when each team member has finished their task.