Final Projects

LOGISTICS

Projects will be done in Project Teams of 6 to 8 students. Each team has a course staff member that will be working with the team for the rest of the semester. There are 26 teams in total.

Your team will work on one of the projects listed on the Project ideas page. If your team finds none of these projects interesting enough and/or you have some other ideas, please feel free to contact us on or before October 20, 2013, before the First Meeting. Your team needs to have one top project chosen by the First Meeting.

FIRST STEPS

1. Your first task as a team is to agree on a team contract. Below is a sketch of what the team contract should look like.
2. Team contracts are due by the First Meeting. You will need to print your team’s contract, have all the members of the team sign it, and submit it during the First Meeting.
3. Your team should sign up for a time for a First Meeting slot. Your team may sign up on this page with the course staff member in charge of your team.
4. Ensure that your team has already set up its wiki page according to the sample format.

Team Contract

Team contract for __________________ (your team name)

- We agree that we will participate actively in this class project.
- We agree that all members of our team will be present during the demo for each milestone.
- We agree to consistently meet as a team at ________________________ (time(s) and day(s)) [minimum meeting time: 1 hour] each week for the duration of the course project. This is in addition to meeting separately in pairs (if our meetings last long enough that we do all our work and pairing during the meetings, then we don’t need separate meetings for pair programming), and this is separate from team meetings with course staff.
- We agree that we will do actual pair-programming and that we will switch pairs regularly.
- We agree that we will respond to e-mail/calls/etc. from our team members and the staff within ________ hours.
- We agree to report an unresponsive team member to the course staff as soon as problems occur.
- We agree that we will seek help from the staff and not wait until the last minute before the assignment is due.
- We agree that we will post our progress frequently on our team’s page on the class wiki.
- ... include additional clauses for your team....
- ...

Signed,

<table>
<thead>
<tr>
<th>Name</th>
<th>Signature</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIRSTNAME1 LASTNAME1</td>
<td></td>
</tr>
<tr>
<td>FIRSTNAME2 LASTNAME2</td>
<td></td>
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<td>...</td>
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Ideally, your entire team would meet at least one evening each week to work on the project. This is primarily work time not play time. Your team may choose any meeting style that works best for you, and which reflects XP practices. Please keep minutes of ALL meetings that you have as a team on your team’s wiki page. Create a Child Page for the minutes of each meeting.

All team members must be present at each meeting with the entire team and/or the staff member.

TIMELINE

In the rest of the course project, each team will present their progress to the staff supervisor based on the schedule below:
• **First Meeting**: Oct 21 - Oct 25
• **Iteration 1 demo**: Oct 28 - Nov 1
• **Iteration 2 demo**: Nov 11 - Nov 15
• **Iteration 3 demo**: Dec 2 - Dec 6
• **Final Presentation (includes submission of code and non-code artifacts)**: Dec 9 - Dec 13

Each milestone demo will be worth **15 points**. The final demo will be worth **50 points**.

**FAQ**

1. **Will we be able to change teams?**
   
   No.

2. **What if I don’t like my team?**
   
   In practice, you will not always choose your teams. Learning how to function effectively within a team is an important skill that you will need. We hope that you can learn some of that in this class.

3. **What if we can’t agree as a team on what project to do?**
   
   Please let us know as soon as possible! You may email Prof. Marinov or the TA assigned to your team.

4. **I don’t want to do the same project that the rest of my team wants. Can I change to another team?**
   
   No.

5. **Is it fair to force us into teams?**
   
   All teams were formed in more or less the same random manner, similar to what you may experience in the real world when you graduate.