# D&T 1 - Student Learning Commitment Contract

A learning contract/agreement is an agreement between a group of students (or a single student) and their teacher or professor. It outlines a set of goals and expectations for what the student hopes to achieve during a particular course or academic program.

## Prior Statements:

1. I have read and understood the course syllabus and the grading system specs.
2. I have reviewed the course schedule and noted appropriate deadlines.

## Goal:

I aim to achieve a XX by designing, implementing, and testing the game YYYYYYYYYY including the following optional modules:

* Game
  + Games management (Creation, listing)
  + Game Lobby (where users can join the game and see other users waiting the game to start)
  + Gameplay (including all the phases, turn management and possible moves).
  + Game Result
* Users & Admin interface (Required):
  + Login, Logout, Sign-up.
  + Admin: Registered users (with pagination)
  + Admin: CRUD of users (with delete on cascade of games, movements, etc.).
* Statistics (Optional)
  + Number of games (global & per user)
  + Duration of games (global & per user, averages, total, max and mins).
  + Number of players per game (if it makes sense)
  + Game-specific stats (points, moves, chosen characters, favorite cards, etc.)
  + Achievements
* Social gaming (Optional)
  + Friendship invitation, management & current friends online notification
  + Game invitations
  + Public comments/chats during games
  + Spectator mode

## Objectives:

1. Attend all classes, labs, tutorials, and group meetings.
2. Review lecture notes within 24 hours of class.
3. Implement/write the functionalities, tests, and documentation on time and to the best of my ability.
4. Participate in design discussions and meetings, propose solutions and refactoring ideas, and ask questions regarding design decisions.
5. Seek help from peers or teachers when necessary.
6. Use online study resources and videos to supplement class materials.
7. Demonstrates professional behavior, appearance, and communication in accordance with standards of ETSII, University of Sevilla, and the Software Engineering profession and a community.

## Expectations:

1. Maintain a calendar to keep track of deadlines, tasks and events.
2. Limit social media and other distractions during group-work and class time.
3. Prioritize schoolwork over other commitments.
4. Seek out academic resources, such as tutoring or study groups.
5. Take steps to manage stress and prioritize self-care.

## Assessment:

1. Regularly check in with teacher to discuss progress and identify areas for improvement in the feedback and review sessions.
2. Monitor the state of the project and adjust study habits accordingly.
3. Review this learning contract at the end of each sprint and adjust as necessary.

## Withdrawal:

If I decide to withdraw from the project, I agree to inform the other students in the group and the project supervisor in writing as soon as possible, providing the reasons for my withdrawal. I understand that in this situation, I waive all rights to the project and commit to undertaking a different project if I need to participate in another session of D&T 1.

## Use of Generative AI:

I understand that certain assignments in this course may permit or even encourage the use of generative artificial intelligence (GAI) tools such as ChatGPT. However, I acknowledge that *the default position is that such use is disallowed unless explicitly stated otherwise*. If I choose to use GAI tools when permitted, I will ensure that their use is appropriately acknowledged and cited in the corresponding section of the project documents and in my individual work report. I recognize that it is my responsibility to assess the validity and applicability of any GAI output that I submit, and I bear the final responsibility for the content I provide. I am aware that violations of this policy will be considered academic misconduct.

Date:

Name:

Signature:

Contact Info.: E-mail: Phone:

Address: