Final Group Contract Charter

The following contract charter is a summary of the agreement between the group members for the OOP 3 Group Project. Each section is to be discussed within the group, decisions made, and the section filled out with the agreed upon decision.

# Group Details

**Class and Section:**

COSC2200

4

06

Course: Section: Term:

The group project is made up of the following grading schema:

|  |  |  |
| --- | --- | --- |
| **Item** | **Date Due** | **Grade Weighting** |
| Milestone 1 | February 25, 2024 | 5 |
| Milestone 2 | March 5, 2024 | 10 |
| Milestone 3 | March 11, 2024 | 15 |
| Presentation | April 8, 2024 | 10 |
| Project Final Submission | April 15, 2024 | 20 |
| Project Report | April 19, 2024 | 10 |
|  | TOTAL: | 70 |

# Group Members

|  |  |
| --- | --- |
| **Name** | **Contact Info** |
| Subhan Mirpour | Subhan.mirpour@dcmail.ca |
| Amar Trivedi | Amar.trivedi@dcmail.ca |
| Jake Holmes | Jake.holmes@dcmail.ca |
| Christopher Gugelmeier | christopher.gugelmeier@dcmail.ca |

## Group Topic

The game we are developing is a basic version of clash royale implemented in C#

## Member Skills/Strengths/Interests

|  |  |
| --- | --- |
| Member Name | Strengths/Skills/Interests brought to the project |
| Subhan Mirpour | C# & Java Object Oriented experience |
| Amar Trivedi | C#, Game Development, GitHub |
| Jake Holmes | Game/Graphic Design, Python |
| Christopher Gugelmeier | Prior game development experience, C# experience |

How will the group work with the members strengths and/or fill the members weaknesses?

With common knowledge spread across a variety of object-oriented principles, we can build upon and compliment each others strengths by constantly updating our coding project. We have a solid foundation of creative design as well as functionality within video game development.

## Group Meeting Schedule

List below the weekly dates and times the group will be meeting. You will be meeting with your professor at least once per week and should meet a minimum of 2 other times to perform project management tasks and code review acceptance.

|  |  |  |  |
| --- | --- | --- | --- |
| Weekday | Time | Location /Online Tech | Purpose/Goal of Meeting |
| Monday | 8:00pm | Online | Discuss upcoming week activities and create a plan for the work to be done. |
| Wednesday | 6:00pm | DC Building | Work on the tasks needed to be done to achieve the goal set at the start of the week. |
| Friday | 8:00pm | Online | Continue working on anything that needs final enhancements before we conclude the weeks work and move onto brainstorming further plans for the following days. |

What are the rules for dealing with a group member who hasn’t been communicating?

|  |
| --- |
| We will try to reach out to the member via multiple contact sources with the possibility of them having trouble with one specific application. If communication is still missing from the member we will seek them out in person during the lecture period. If we are unable to get a hold of the member, then we will report the absence to the professor. |

How frequently should group members communicate/check-in face to face?

|  |
| --- |
| We will have constant meetups and check-ins happening daily via Microsoft Teams as well as sticking with our dedicated meetings happening throughout the week |

How will you ensure that everyone participates meaningfully?

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| --- |
| Participation: The team will ensure everyone participates meaningfully by utilizing GitHub projects and assigning tasks to specific team members at the start of every week. This way, the work is split evenly, and if any feature/contribution is lagging, we can see who that task is assigned to, and work together to make the appropriate corrections. |

How will you make sure everyone’s contribution is valued?

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| --- |
| To ensure everyone's contribution is valued in our group, we will actively incorporate each member's ideas into the game design and code, fostering an environment of collaboration and mutual respect. Additionally, we'll hold regular meetings to highlight individual achievements and gather feedback, reinforcing the importance of each team member's role in our project's success. |

## Member Roles

|  |  |
| --- | --- |
| **Role** | **Assigned Student(s)** |
| **Facilitator:** organizes and facilitates meetings. The facilitator sets the agenda and makes sure everyone’s voice is heard. Meetings should stay on track to be efficient and productive. | **Christopher Gugelmeier** |
| **Summarizer:** summarizes what was discussed in each meeting. The note taker also outlines the next steps for the project after each meeting, including who’s responsible for what. A report should be submitted to the MS Teams channel after each meeting so everyone can see it and accept it. | **Jake Holmes** |
| **Project Manager:** this person is responsible for updating GitHub projects with tasks discussed, reviewed, and changed during meetings. This member is also responsible for following-up with members to ensure assigned tasks are completed in the agreed upon amount of time. | **Amar Trivedi** |
| **Timekeeper:** the time keeper is responsible for making sure everything happens according to the schedule. This includes reminding everyone how much time is left in meetings, as well as the project as a whole, and what’s left to be done. | **Subhan Mirpour** |

# Conflict Resolution

What strategies will be in place for conflict resolution. Conflicts may include disagreement of features and/or processes, coding style, group participation and/or meeting attendance.

Conflict resolution can take place through meetings with the entire team where we can take a vote to move forward with any conflicting ideas.

If by \_\_\_\_\_\_March 20th\_\_\_\_\_\_\_ (date) we are not satisfied with the dynamic of the group, or the amount, and quality, of work that has been completed, we agree to attend Campus Conflict Resolution Services.

## Agreement

Enter your name and apply your digital signature or sign below as an acknowledgement that you are agreeing to the details entered in this charter including the timeframe for visiting the CCRS on campus.

|  |  |
| --- | --- |
| **Student Name (Print)** | **Signature** |
| Subhan Mirpour | S.M |
| Amar Trivedi | A.T |
| Jake Holmes | J.H |
| Christopher Gugelmeier | C.G |