GROUP CONTRACT

Project Name: Pong

Project Due Date: Friday, 20th September 2024

Team Members:

Name	Phone number	Email
Ahmed Mohamad Issa Asfour	+45 53 34 49 51	ahmedasfoor13@gmail.com
Davide José da Silva Jorge	+45 50 33 19 51	davidejsjorge@gmail.com
Katja Tamstrup Strunck	+45 30 29 71 91	katjats2004@hotmail.com
Luis Carlos Pacheco Cartucho	+45 26 25 74 87	cartucho18.01.2000@gmail.com

Team Agreement and Ground Rules:

Issue	Agreements
Personal Interactions	We will meet daily within our regular class schedule.
	2. We will meet at the campus and
	determine where to sit and work.
	3. We will check in daily with each other
	during our meetings and on Discord.
	4. We will make use of Google's Drive
	and Docs as repository and shared
	online document editor, respectively.
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Roles and Responsibilities	The Leader: leads discussion and
-	checks for consensus or questions
	from group members.
	The Organizer: schedules the group meetings, creates agendas and takes notes at meetings to send to everyone.
	The Researcher(s): looks for project topics and finds sources and information used to write and fulfil the assignment.
	 The Troubleshooter: thinks about the positives and negatives of the ideas presented by the group and produces viable solutions to problems.
	The Writer(s): writes the project and integral parts.
	• The Editor: compiles different pieces of the report from the group members

	to make them flow together as one consistent work; edits and proofreads the completed work before submission.
Distribution of the workload	Katja: Leader, researcher, writer. Ahmed: Organizer, researcher, writer. Davide: Troubleshooter, researcher, writer. Luís: Troubleshooter, researcher, writer.
Managing conflict	Try to work out conflict between group members before bringing any problems to the teacher. Be open to dialogue. Bring always constructive criticism.
Others	Whoever is late unannounced or misses a meeting will have to bring cake. Cake is always welcome. In extreme cases of prolonged absence, lack of commitment, unruly behavior and/or failure to comply, and by unanimous decision, group members will be expelled.

Description:

For our first compulsory assignment we are to create a version of the video game *Pong* in Java.

Apart from making the proposed game we will elaborate on our collective thoughts and ideas making use of a Gantt chart and a Work Breakdown Structure (WBS).

What products will the group generate to complete this project?

Greenfoot application, UML model and report.

What research is needed to do this project?

Research in Java programming language and the Greenfoot IDE and its features. Research in Unified Modeling Language (UML). Research the original video game *Pong* and its features and possibilities for expanding the game.

Proposed Timeline:

	Date of completion	Who is Primarily responsible?
Part 1	Friday, 13 th of September 2024	All
Working Agreement		
Part 2	Friday, 13 th of September 2024	All
Gantt Chart		
Part 3	Monday, 16 th of September 2024	Katja, Luís
Work Breakdown Structure		
Part 4	Thursday, 19th of September	Ahmed, Luís
UML		
Part 5	Friday, 20th of September	All
Report		
Final Product	Friday, 20th of September	All
Pong		

Signatures:

Ahmed Mohamad Issa Asfour

Luis Carlos Pacheco Cartucho

K.Struck

Katja Tamstrup Strunck

Unger !

Davide José da Silva Jorge