Social contract Electric team

Ambition of the team:

Create a product that is functional while having great teamwork and enjoying the process. Getting a better understanding of how to apply Agile methodology to create software.

Rules of team Electric:

Relationship

- Any kind of discrimination is not allowed
- Anyone should be able to give their opinion or ask for help without feeling judged
- Be respectful

Communication

- The team communicates via discord
- The team uses vocal channel as often as possible
- The team uses Google drive to write documentation
- The team uses gitHub to share code

Disagreement

- In case of disagreement among the group, try to discuss it face to face. If it does not
 work, ask help from other team mates. If the problem persists, ask help from
 professors and TAs.
- If a teammate does not do their part of the work, the rest of the team will inform them, discuss why and try to resolve the problem among the team. If no change is seen the team will tell the teacher.

Be on time:

- Communicate if you are late or can't come
- Bring cake to the team if you are late three times
- Make sure your contribution to the team is the same even if you are late

Try to see each other

- Try to meet in person (for work or other) or turn the camera on at least once a week

Ask for help

- If someone is stuck in their work they have to tell the team as soon as possible so that the project can go on
- Communicate with the team if you are not feeling well (physical or mental health) so that the team can take it into consideration

Meetings

The whole team will meet each week on at on zoom/ face to face, (with the camera on). (Waiting for everybody's schedule).

Deadlines

- The team has to respect deadlines given by the professors

lasks
<u>Definition of Done :</u> The definition will be created later in the project.
Signatures of the teammates :(to sign when the team is complete) Gaëlle Boyard
Ebba Molinder
Beata Ringmar

- Each team members has to respect the deadlines given by the team for the different