Groupcontract – Group 23

# 1. Goal / Ambition / Vision

Our goal is to develop a game for Much Museum and Munch 150 year anniversary. Our goal is to create a game which isn’t necessarily a good learning experience for the user, but rather a product that can gain popularity around Munch and the Munch Museum. This is something the product also wants.

The vision and basic idea of the game is to create an experience combining the fear of the unknown, the paranoia of the world not being what we’re led to believe and Munch’s surrealist art. Munch also felt a lot of anxiety throughout his life, and we hope to reflect this in a slightly modernized setting.

With our game we can give the user an insight into the feeling of anxiety that Munch felt while he lived. This is a topic that is important to communicate to the users. While also communicating this, we also want to give Munch and Munch Museum the popularity it deserves. Therefore we aim to create a game whose purpose is not only to communicate an important topic, but also provide the users with entertaining interactions. By keeping focus on the entertaining aspect, we feel as though the game can help promote Munch and the Munch Museum in an unusual, but effective way (in conjunction with conventional methods used for art and museums).

We should create a report with the coherent documentation after each sprint. And wrap everything up, including the final product within 30.06.2012.

We as a group aim for a B or better as the final grade in this course.

Our execution of the project should have a main focus to follow the customers (product owners) needs and requirements. Every team member should do their best to achieve our goals set for this project.

The most important aspect of this project is to meet the requirements set by the customer (product owner). And that the customer (product owner) will feel pleased and accept our product.

We want that every group member should have a great and friendly working environment. And that this working environment should help motivate for a better working experience.

# **2. Roles**

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| --- | --- | --- |
| Development Management | Marketing  Business Value  Customer Advocate  Product Planning | Simon Hoff Tysland  Christoffer Stenseth |
| Program Management | Project Management  Solution Architecture  Process Assurance  Administrative Services | Torstein Vien  Torkill Solberg Strømmen  Jørgen Haldorsen Tomren |
| Development | Technology Consulting  Implementation Architecture and  Design  Application Development  Infrastructure Development | Entire group |
| Test | Test Planning  Test Engineering  Test Reporting | Simon Hoff Tysland  Christoffer Stenseth |
| User Experience | Technical Communications  Training  Usability  Graphic Design  Internationalization  Accessibility | Per Kristian Nyberg  Torje Andersen |
| Release Management | Infrastructure  Support  Operations  Commercial Release Mgmt. | Entire group |

# 3. Procedures

**3.1** In order to streamline communication within the team, email addresses and phone numbers should be exchanged. This information should be made ​​available on an internal web solution that the group should have access to.

A facebook group has been created for this purpose and for easy communication between the members.

**3.2** Absence from attendance shall be notified in good time - or as soon as possible – to one of the team members but most important the message should be exchanged to the scrum master via one of the communication methods listed above.

**3.3** Meeting days is set to four out of seven days each sprint week, preferably Monday, Tuesday, Wednesday and Thursday (changes of this can occur). Time of meeting days should be placed one day in advance. Number of meeting days may increase or decreased as needed. All team members is obligated to meet.

**3.4** Sprint meetings are held in the start of each sprint week, minutes of the meeting shall be documented after each meeting. Minutes from the meeting shall be approved after each meeting, everyone must read this.

**3.5** Each individual team member is committed to perform tasks that are delegated on each meeting. Tasks should be completed within the internal deadline set for the task.

**3.6 A**ll team members must report agreed, approved and executed work. This is done via Jira Grasshopper. If deviations from completing scheduled tasks occur, it should be reported to the scrum master as quickly as possible, by one of the communication methods.

**3.7** Brainstorming can occur without all of the team members gathered. All decisions should only occur when all group members are gathered. If disagreement occurs, the majority of the group will determine the final outcome.

**3.8** The group expects commitment and active participation of all team members in conjunction with the group, tasks and meetings.

**3.9** Any form of direct copying of another person’s work is not allowed. If this occurs a warning will be filed.

**3.10** Daily standup (scrum) should be performed on each meeting. Here each team member should explain to the group what tasks that they have done, what they should do in the near future and any obstacles that may affect their work.

# 4. Breach of Contract

Dersom et gruppemedlem forhindrer at gruppen når målene som er beskrevet under pkt.1, misligholder sitt ansvar som er beskrevet under pkt.2 eller forsømmer prosedyrene beskrevet i pkt. 3.0-3.10, kan denne personen til slutt ekskluderes fra gruppen.

If a team member prevents the group to reach their goals described in point 1, violate their responsibilities described under point 2 or neglects the procedures described in sections 3.0 to 3.10, this person eventually excluded from the group.

If this occurs, these procedures will be followed:

* The person will receive a written warning citing to what points in the group contract that is broken.
* The warning should state a time limit for the member to improve within, with terms of improvement.
* When the time limit has been reached, this matter should be taken up as a topic on the weekly sprint meeting. It will be determined whether the person has improved sufficiently to continue his role in the group. This should be documented.

If the group thinks that the person has met the terms of improvement, the warnings will be erased and the project continues as planned.

If the group decides that the person hasn’t met the terms of improvement, the group should find a new role and/or tasks that the person can take. If this solution isn’t appropriate for the group, a dedicated project tutor should be contacted and informed of this matter. If the supervisor advice is exclusion of the team member, the matter should be brought forth to the school course supervisor. The school course supervisor has a final decision on the matter, and reasons for exclusion should be documented.

5. The contract

If the contract is in any way changed, the following procedure will be followed:

The revisions should be discussed in a scrum meeting as a separate point that will be announced ahead of time.

The revised contract will be sent out to the members of the group for perusal.

Final approval of the contact must be unanimous.

# 6. Internal Communication

We are to respect other people’s opinions, then state our own.

Silence is compliance.

Problems are to be discussed and solved by the group together (consensus) as far as this is possible.

In every sprint meeting, the members of the group will discuss the chemistry of the group.

**Signatures:**

Place:\_\_Norges Informasjon Teknologiske Høgskole\_\_\_ Dato\_\_\_27. 11. 2012

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*Christoffer Stenseth (Srum master) Simon Hoff Tysland*

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*Torstein Vien Per Kristian Nyberg*

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*Torje Andersen Jørgen Haldorsen Tomren*

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*Torkill Solberg Strømmen\**