

Code of Conduct for Software Architecture and Design Project

Introduction:

As members of the software architecture and design project team, it is imperative that we maintain professionalism, respect, and accountability throughout our collaboration. This code of conduct outlines the rules and corresponding punishments to ensure a harmonious and productive working environment.

1. Arrival Punctuality:

- Rule: All team members must arrive on time for scheduled lessons or meetings.
- Punishment for Violation: Buying a treat of choice for the team.

2. Attendance:

- Rule: All team members must attend scheduled lessons or meetings unless prior notice is given for unavoidable circumstances.
- Punishment for Violation: Buying a panini for the team.

3. Completion of Assigned Work:

- Rule: Each team member must complete their assigned tasks within the agreed-upon timeframe.
- Punishment for Violation: Buying a drink for the team.

4. Timely Completion of Work:

- Rule: All tasks assigned to team members must be completed within the set deadlines.
- Punishment for Violation: Donating a pre-decided amount of money to a charity chosen by the team.

5. Adherence to Rules:

- Rule: All team members must adhere to the rules outlined in this code of conduct.
- Punishment for Violation: Each member responsible for the violation must buy a treat of choice for the affected team member(s).

Conclusion:

By adhering to this code of conduct, we aim to foster a collaborative and respectful environment conducive to achieving our project goals. Any breaches of this code will result in appropriate punishments, as outlined above, to maintain accountability and ensure the smooth progress of our work.

Signed:

- Rethwan

- Abdi

- Robleh

- Abdulrahman

Note: It's essential to discuss and agree upon these rules and punishments as a team to ensure everyone understands and commits to them.