Group Contract

for

Beacon

Prepared by No Bugs Allowed

Spring 2020 Capstone

January 31st, 2020

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1.   Project Overview

1.1   Project Background

Beacon is a social network of places and events. Users will find interesting locales, pin them to a map, and share them with friends and others. These pins are dubbed beacons. Like the real-world counterparts they are named over, these beacons will draw people to their location

As more and more users discover and enjoy these beacons, they'll be able to contribute to their luminosity . Contribution grows the beacons and signals to others where many users are congregating. This feedback loop of finding and growing beacons is at the heart of the app.

Overtime, beacons' luminosity will slowly dim. Once completely dimmed, the beacon will disappear. This transient nature plays into the central feedback loop in two major ways. Users are incentivized to revisit locations they've previously been or to contribute to the locations they visit regularly. Additionally, if a beacon is tied to some temporary event, this process ensures that the beacons does not remain active long after the event's conclusion. Overall, this means the total number of beacons never grows impractically large.

1.2   Stakeholders

Dr. Bernd Owsnicki-Klewe will be acting stakeholder.

1.3   Users

Because of our projects limited scope to the UWF Pensacola campus, expected users will include UWF students and staff that possess and regularly use a smartphone. However, in a hypothetical future release that includes support for a larger geographical area, that user base could easily expand to include any regular smartphone users.

1.4   Assumptions

We are working under the assumption that user will possess and know how to use a smartphone.

2. Scope of Work to Complete

2.1 Features to be developed

At the moment, planned functionality includes the ability to create and edit beacons, view nearby beacons, save particular beacons for later viewing, and adding images, descriptions, and tags to existing beacons. Additional information may also be found in the companion Project Plan.

2.2 Features that will not be developed

At this time we are unsure of what features will not be developed. In the companin Project Plan, we document some anticipated problems that may arise during development including some features that may not be implemented. For each of these concerns, we provide a plan for how to handle them, should they come to fruition.

3. Team Communication

3.1 Forms of Communication

Team communication involves three main channels: In-class meetings, extracurricular meetings, and Discord. We have set up additional shared resources, such as Google Drive, a Trello board, and a Github repository, but these will not be used primarily for communication purposes.

3.2 Meetings

Meetings will involve having three sprint intervals where we meet at the beginning of each to discuss what out goals are for that sprint. Sprints will be four weeks long. In order to ensure a minimum amount of confusion we will additionally have scrum meeting after two weeks of the sprint planning.

3.3 Writing

All three members plan to contribute to documentation writing. In addition, to ensure we adhere to good design and documentation practices, our Software Engineering lead will review any submissions.

3.4 File Sharing

We will be using Github to share code versions and updates to the software. We will be using Trello to coordinate what everyone should be currently working on. We will be using Discord for any day to day communication and for virtual collaboration has well. We will use Google Drive to share any documents among the group.

4. Probation and Termination from Group (Do Not Alter)

It should never be up to a subset of a group to carry the entire load for a project. To avoid such situations, multiple checks have been put into place. In the worst cases, there may come a need when the group must fire an individual who is failing to carry their weight. The following are valid reasons for firing an individual from a group:

1. Failing to contribute an equal share to group endeavors; failing to provide your group with the agreed upon portion of your assignment while meeting the appropriate requirements.

2. Failing to communicate appropriately and effectively with group members.

3. Failing to attend agreed upon group meetings. Being on-time and attending all group meetings is necessary to progressing smoothly through the project.

4. Failing to work cohesively and effectively with other group members.

5. Gossiping about other group members. Be respectful to your peers.

6. Consistently displaying a negative attitude regarding other members of the assigned group or group assignment.

7. Missing an agreed upon deadline.

Failure of a group member to effectively communicate and work with other members of the group serves to hold back a group's progress. Furthermore, when a subset of the group is left to carry the entire workload, the results of the entire group suffer. A group that feels that a group member is causing chronic problems may present a case of termination of the group member by completing the following procedures:

1. An email identifying the aforementioned criteria that was violated must be sent to the offending group member. This email should be summative and objective. It should useful respectful language and not attack the group member. The course professor should be cc'd on the email.

2. The offending group member must respond to each email within 48 hours. The contents of this email should be a confirmation of receiving the email and include how they will address the concern in the future.

3. After two warnings, the group will meet privately with the course professor to discuss the situation and to attempt to identify a possible solution. Furthermore, if the course professor feels that the problem stated in the previously sent emails were valid, the offending group member will be put on probation.

4. If the group member on probation receives another notice from the group, the group member will be terminated from the group and receive a 0 on the project. Note that a 0 on the project, indicates that the highest grade obtainable in the project is a "D".

This policy was not put into place to create conflicts within a group. The purpose of this policy is to protect the group and the group's projects from individual abuse, and to prevent situations that

arise where a group must pick up the slack of other members. Internal problems within a group should be handled professionally by the group, insults and disrespectful behavior such as gossip will not be tolerated. This policy is to be used when all other attempts to encourage group participation have been exhausted and should be used only as a last-ditch effort to encourage the group to work in a cohesive many. It is up to the group when and if to employ this policy.

Unnecessary usage of this policy or using this policy to intimidate group members that think differently or do not immediately agree to the consensus of the group will result in the entire group suffering deductions in their final project grade.

5. Student Signatures

By signing this form, you are stating that you understand the scope of the project that your group is presenting, have agreed with your group's forms of communication, and are familiar with the policy for probation and termination.

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Signature   Date

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Signature   Date

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Signature   Date

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Signature   Date

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Signature   Date