Code of Conduct Group 16

In a Code of Conduct, you discuss with each other what you expect from each other and from the collaboration. Everyone participates in this and supports the agreements that you draw up together. A Code of Conduct is a flexible document. If after some time it appears that certain agreements are not realistic or applicable, then it is important to discuss this in the group and adjust the agreements if necessary.

Assignment description:
In your own words, describe what you need to do as a group in this course.

We want to spread the knowledge about wasteful energy consumption. By making a game that the young generation can play we will not only entertain them but also give them valuable knowledge in their day to day life.
We aim to develop a fully functional application with both single-player and multiplayer modes. The app is a quiz game consisting of questions about the energy usage of day to day activities. The goal of the game is to answer as many questions as quickly as possible.

Target or ambition level:
What grade are you working for?

We are aiming for a **10** (you can't aim to do things halfway). However, if we come across some obstacles that we will not be able to overcome and which will prevent us from gaining 10, we will not allow our grade to be under 7.5

Products:
What should you deliver at the end? On which platform do you share which documents (Discourse/Miro/MS Teams)? What standards must the work submitted meet?

Discord - lecture notes, early drafts of weekly assignments
Mattermost - discussions with TA
GitLab - source code, meeting notes, agendas, code of conduct
Brightspace - weekly individual and group assignments

Planning:
How do you ensure that each group member finishes everything on time? Did you clarify who will have a final say in the final deliverable and submit it to Brightspace *on behalf of the project group?*

We have decided to split work using GitLab tools. Firstly we create issues and tasks to address them. Then we assign them an estimated time to finish and based on that we split the work under fair conditions.
We create a safe environment so that people don't hesitate to call for help by doing that we help each other when struggling. We will also assure everyone in the team knows of our common deadlines.
We have decided on a person who submits the final deliverable to Brightspace (Zosia)

Behaviour:

How do you treat each other in the group? How do you handle disagreements within your group? Could your guide or student assistant be involved in reaching consent? What do you do if someone is late during a group meeting?

We strive to create a good work atmosphere by treating each other with respect and professionalism. Typically we deal with our problems on our own but we value the Teaching assistant's opinion very highly and take his/hers advice into consideration.

We introduced a small punishment for when a member of the group is late. Whoever is late has to bring cookies for the next session. A self-explanatory punishment is that a member will miss important matters which could affect his/hers contribution to the project.

The conflicts will be resolved by first openly speaking about them and working out a solution satisfying both sides. If that does not satisfy us we will hold a vote on the matter. If the vote does not produce a result we will ask the Teaching assistant for advice.

When it comes to merging branches every person who approves a change has to leave feedback. That way we can make sure that we do not have bad code propagated over the project.

Communication:

In what ways do you communicate with each other as a group and among yourselves? (in the studio/MS Teams/Miro/Discourse)

Discord - online meetings, seeking help from each other, general discussions
Whatsapp - urgent matters (group)
Mattermost - seeking help from our mentor, urgent matters (TA)

Commitment:

How do you determine the quality of each group member's work, so that each group member delivers the same quality?
How do you measure the commitment of the chairs and minute takers?

All work will be checked by other group members, this means that the quality of the work should be consistent.
The commitment of chairs and minute takers can be measured by checking if they do their jobs (creating the agenda for the meeting, taking notes in the meeting)
We will commit to checking our communication forms and GitLab for issues/requests etc. frequently during the day.
We will code weekly to ensure we have a steady workflow so that we will not rush the product towards the deadlines. This will create a healthy work environment and allow us to work confidently.
We will set ourselves milestones to monitor our workflow. That way we know how much work we did each week and we can decide whether we need to work more or less during next week's sprint.

Meetings:
How often will you meet as a group? What preparation is needed for the meetings?

We will meet at least once a week (TA meeting). To prepare for these meetings we shall choose a respective chairman and notetaker. The chairman will be responsible for creating the agenda for the meeting.
Also, another set date will be every Thursday morning. In case we do not manage to complete our meeting goals on Thursday we will schedule an additional meeting on the weekend.

After these meetings, we will have a short meeting on Sunday to merge all code to the main branch and discuss a general overview of the work we have next week.

Decision-making:
How do you make decisions? By majority vote or by consensus?

It depends on the situation. When it comes to the interface of our app we prefer making decisions by the majority of votes. However, our code should be standardised and readable for everyone in the group so then we decide by consensus.
And when it comes to group assignments from Brightspace we choose the majority, as they don't affect our work as much as the above two factors.

Guidance:
What do you expect from the teacher's and/or student assistant's guidance? What do you want feedback on, on the content or on the collaboration?

We expect that our TA will give us feedback on both content and collaboration as both of those factors are graded at the end. We also expect the TA give us detailed feedback when it comes to every part of the project for instance: even code contribution or the use of GitLab features. This way we can work towards obtaining our desired grade.

Consequences:
What are the consequences if a participant in the group does not keep the agreements?

We evaluate the reason behind one's behaviour. We try to take into consideration personal matters also and offer help if necessary. In recurring violations of the agreement, this can result in a bad evaluation in the buddy check! or even in a worst-case scenario reporting it to the TA. And bringing us cookies

Succesfactors:
What makes your team a dream team?

We are a dream team because we are all committed to making the best possible project. Our strengths are complemented by others' weaknesses. We all strive to create a product that is representative of our abilities and teamwork.