


## Team members' data, preferences, and expectations

Name of team member	Roles			Grade expectations		Preferred times for...	
	Natural roles	Preferred tasks	Why (any special skill?)	Minimum grade	Expected grade	Extra meetings	Scrum Master
Culda Alexandru Dan	Shaper	A bit of FE and a lot of focus on BE + Security	Interested in Security as a future career.	6	8	After 17:30	W4-5
	Specialist						
	Implementer						
Gavrila Raluca-Maria	Specialist	Front-end, a bit of back-end and databases	Interested in databases and how do web applications work in the back-end	7	8	After 17:30, also in weekends if necessary	W6-7
	Implementer						
	Complete Finisher						
Raphael Ritz	Plant	Some front-end, some back-end not really a preference as I do not have enough experience for that; much flexibility	Very interested in learning about both front and back-end	7	8	Available daily from 8:30 to 22:30, including weekends if planned beforehand	W8-9
	Resource investigator						
	Implementer						
Beau Jonkhout	Resource Investigator	Mostly Back-end and database design.	Interest in working with programming fundamentals compared to design implementation.	7.5	8.5	Before 18:00, not during the lectures	W2-3
	Implementer						
	Inventor (Plant)						
Baris Yilmaz	Complete Finisher	Writing reports or other papers, design (UML) and web design	I am eager for perfectionism and like designing stuff to make it look pretty.	7.5	8.5	End time not later than 20.00	no preference
	Monitor Evaluator						
	Implementer						
Pavan Awadhpersad	Implementer	design(UML) + databases + front end	I want to apply the knowledge learned to get a better understanding	7	8.5	ending not later than 22:00, unavailable on Sunday mornings and Monday afternoons due to work	no preference
	Specialist						
	Shaper						

## Goals

The work team has agreed to work towards the following main objective

	<i>To plan, design, implement, test and delivery a web application for the company <b>Shotmaniacs</b> that include features of (a) allow customers to book events, (b) web pages for guests, crew members and admins, (c) provide special tools for admins, and (d) organise events for crew members and admins in both a drop-down menu and calendar form in the time of 11 weeks</i>
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The main objective can also be understood as the following specific objectives:

Sub goal	S (Specific) What	M (Measurable) Up to	Attainable How	Relevant Why	Time Bound When
1	Create a working interactive client page with a form	The form can be tested through the back-end	Working through HTML, CSS & frameworks	Main requirement of the project	Week 5
2	Create a functional admin application	The requirements of the application can be checked by the user stories.	Working through the necessary	Main requirement of the project	Week 7
3	Create a web page for crew members such that they can see the past, current and future events	The functionality can be tested by front-end and back-end means.	Working through HTML, CSS & frameworks.	Main requirement of the project	Week 5
4	Sanitise the inputs and make the website immune to common attacks	The functionality can be checked by performing a penetration test.	Working through Java on the back-end.	Main requirement of the project/module	Week 10
5	Create a calendar where crew members can see all events.	The functionality can be checked by verifying the database and see if it syncs with the shown events.	Working through front-end technologies & Java.	Main requirement of the project	Week 5
6	Create a page where crew members can see past & current events	The functionality can be checked by verifying the	Working through front-end technologies & Java.	Main requirement of the project	Week 5

		database and see if it syncs with the shown events.			
7	Create a log-in page for crew members and admins	The form can be tested through back-end using Java.	Working through front-end technologies, as well as Java to link it with a database.	Main requirements of the project	Week 5

## Behavioural rules

If the group encounters an internal problem that it cannot resolve in a negotiated manner, the group will go to this section to solve the problem through the following solution paths

Issue	Rule	After N times	breaking the rule, the team member affected...
Attending the meetings 	All project members must attend the scheduled meetings <b>on time</b> unless there are exceptional circumstances, in which case prior notice must be given. <i>[Breaking the rule is defined as being late more than 10 minutes]</i>	1	... is issued a verbal reprimand
		3	... has to bake a pie for the whole project team
		7	... is issued a yellow card
Active participation	All project members are expected to actively participate in project discussions, contribute ideas, and engage in collaborative decision-making <i>[Breaking the rule is defined as no or barely any participation at all during one meeting, the counter resets after six meetings of acceptable participation levels]</i>	2	... is verbally invited to participate by the current Scrum Master at the start of the following meeting
		4	... has to participate in an intervention by the fellow project member to address their lack of participation and explore ways to improve engagement.
		6	... is issued a yellow card
Taking responsibility	All project members are expected to take responsibility for their assigned tasks, actions, and their impact on the project as a whole. This includes meeting deadlines, delivering quality work, and owning up to mistakes or shortcomings.	1	Small verbal reminder
		3	Evaluation after standup meeting with the whole project
		5	Extreme measures, which will resolve the conflict



Delivering my work	All project members must deliver their assigned work within the agreed-upon deadlines, unless there are valid reasons for an extension. Any delays or challenges should be communicated promptly to the team.	1	Verbal reminder
		3	Group meeting
		4	Yellow card
Being confidential about project's work	All project members must keep relevant information related to the team's work confidential by all means, unless agreed upon by all members.	1	.... will participate in a meeting with the entire team and TA
		2	... will receive a yellow card.
		3	... will receive a red card.
Decision-Making	All project members must democratically decide upon aspects that will be implemented within the project	2	... has to participate in a meeting with other members and the TA, discussing his decisions.
		4	... receives a yellow card.
		6	... will escalate this issue to the professors.

## COMMITMENTS

Each member of the team has expressed their agreement with this contract and each of their commitments, and that is collected in the following table:

COMMITMENTS		Team members signal					
		ADC	RMG	BJ	RR	BY	PSA
C1	As a team member, I promise to do my best for achieving the goal of the team and deliver things on time.	✓	✓	✓	✓	✓	✓
C2	As a team member, I promise to act responsibly with my work and maintain updated the Trello project board.	✓	✓	✓	✓	✓	✓
C3	As a team member, I am committed to being open to dialogue and constructive criticism.	✓	✓	✓	✓	✓	✓
C4	As a team member, I agree to act with integrity and not to commit fraud.	✓	✓	✓	✓	✓	✓
C5	As a team member, I am committed to acting as a team and helping my teammates whenever it is necessary.	✓	✓	✓	✓	✓	✓
C6	As a team member, I promise to be honest, sincere, and respectful with my teammates.	✓	✓	✓	✓	✓	✓
C7	As a team member, I am committed to focusing on the client's needs and wishes before my own.	✓	✓	✓	✓	✓	✓
C8	As a team member, I agree to always respect the role of leader and the agreements in this contract.	✓	✓	✓	✓	✓	✓
C9	As a team member, I declare that I have read, understood and accepted all aspects of this contract	✓	✓	✓	✓	✓	✓

**IN FAITH OF WHICH**, the Scrum master declares that all the team have read, agreed, and accepted all the conditions and commitments with the group written in this document that will be applied during module 4 Data & Information 2022/2023.

	Supervisor			Scrum Master
				
NAME:	Serkan Akin		NAME:	Beau Jonkhout
DATE:	16.05.2023		DATE:	16.05.2023
CITY:	Enschede		CITY:	Enschede