|  |  |
| --- | --- |
| SYST 17796 TEAM PROJECT  Team Name: \_Group 2\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |  |

*Please negotiate, sign, scan and include as the first section in your Deliverable 1.*

Team Contract

**Please note that if cheating is discovered in a group assignment each member will be charged with a cheating offense regardless of their involvement in the offense. Each member will receive the appropriate sanction based on their individual academic honesty history.**

**Please ensure that you understand the importance of academic honesty. Each member of the group is responsible to ensure the academic integrity of all of the submitted work, not just their own part. Placing your name on a submission indicates that you take responsibility for its content.**

|  |  |  |
| --- | --- | --- |
| Team Member Names (Please Print) | Signatures | Student ID |
| Project Leader:  Zheng Yi (Kevin) Wang | Kevin Wang | 991681013 |
| MHD Ali Kartoumeh | MAK | 991671677 |
| Gurkanwaldeep Kaur | Gurkanwaldeep | 991648734 |
| Anshuman Bhardwaj | Anshuman | 991665546 |

**For further information read Academic Integrity Policy on AccessSheridan.**

By signing this contract, we acknowledge having read the Sheridan Academic Integrity Policy as per the link below.

<https://policy.sheridanc.on.ca/dotNet/documents/?docid=917&mode=view>

Responsibilities of the Project Leader include:

* Assigning tasks to other team members, including self, in a fair and equitable manner.
* Ensuring work is completed with accuracy, completeness and timeliness.
* Planning for task completion to ensure timelines are met.
* Notifying the professor of any issues in a timely manner so that corrective measures can be taken.
* Any other duties as deemed necessary for project completion.

What we will do if . . .

| **Scenario** | **Accepted initials** | **We agree to do the following (Put an X corresponding to your choice in each box)** |
| --- | --- | --- |
| Team member does not regularly attend team meetings and/or does not respond to communications in a timely manner. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | Project leader emails the student citing the concerns and cc’s the professor so they are aware of the situation at the very onset \_X\_ (**Mandatory**).  a) \_\_ In addition to above, the leader/team will (specify): |
| Team member does not deliver component on time due to severe illness or extreme personal problem. | KW, MAK,  Gurkanwaldeep,Anshuman Bhardwaj | a) Team absorbs workload temporarily \_X\_  b) Team seeks advice from professor \_\_  c) Team shifts target date if possible \_\_  d) \_\_ Other (specify): |
| Team member has difficulty delivering component on time due to lack of understanding or ability. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | a) Team reassigns component X\_  b) Team helps member X\_  c) Team member must ask professor for help \_\_  d) \_\_ Other (specify): |
| Team member does not deliver component on time due to lack of effort. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | a) Team absorbs workload \_\_  b) Team member(s) ask professor to request a Participation Form from all team members. This *may* result in individualized grades being awarded for a deliverable \_\_  c) Both a. and b. above \_X\_  d) \_\_ Other (specify): |
| Team cannot achieve consensus leaving one or more member(s) feeling that their voice(s) is/are not being heard in a decision which affects everyone. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | a) Team agrees to abide by majority vote X\_  b) Team seeks advice from the professor \_\_  c) \_\_ Other (specify): |
| Team members do not share expectations for the quality of work on a particular deliverable. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | a) Team members will draw on each other’s strengths to help bring the quality of the deliverable to a minimal acceptable level \_\_  b) Team votes on each submission's quality \_\_  c) Team member(s) ask professor to request a Participation Form from all team members, which may result in individualized grades being awarded for a deliverable \_\_  d) \_X\_ Other (specify): If option A fails, then option C |
| Team member behaves in an unprofessional manner, e.g. being rude, uncooperative and/or making one or more member(s) feel uncomfortable. | KW, MAK,  Gurkanwaldeep, Anshuman Bhardwaj | a) Team agrees to avoid use of all vocabulary inappropriate to a business/college setting \_\_  b) Team attempts to resolve the issue by airing the problem at a team meeting \_X\_  c) Team requests a meeting with the professor to discuss further \_\_  d) \_\_ Other (specify): |
| There is a dominant team member who insists on making all decisions on the team's behalf leaving some team members feeling like subordinates rather than equal members | KW, MAK,  Gurkanwaldeep, Anshuman  ss | a) Team will actively solicit consensus on all decisions which affect project direction by asking for each member's decision and vote \_X\_  b) Team will express subordination feelings and attempt to resolve issue \_\_  c) Team seeks advice from the professor \_\_  d) \_\_ Other (specify): |
| Team has a member who refuses to participate in decision making but complains to others that s/he wasn't consulted | KW, MAK,  Gurkanwaldeep, Anshuman | a) Team forces decision sharing by routinely voting on all issues \_\_  b) Team routinely checks with each other about perceived roles \_X\_  c) Team discusses the matter at team meeting \_\_ |

SYST 17796 Deliverable 1

Design document template

# Overview

## Project Background and Description

Describe the project goals and final vision. Include a brief description of how to play the game you have chosen and a reference to the rules of the game you have chosen. Also describe the current starting base code. Use technical terms to describe the code including what language it is written in, any patterns you can see and any coding conventions used.

The goal of this project is to make a blackjack game where the user has to win up to a certain amount of money given an initial amount. To play the player has to set an initial amount for a bet

## Project Scope

Describe the names and roles of each team member. Describe the technical scope of the project by talking about the interface and how you will know when the project is complete.

## High-Level Requirements

Describe the high level requirements, For example:

The new system must include the following:

* Ability for each player to register with the game
* Ability for the game to communicate a win or loss
* Ability for players to know their status (score) at all times

## Implementation Plan

Include your Git repository URL here and a brief description of the expected use (i.e. each developer checks in code at the end of each day/week). Text files are stored under a separate directory, code, UML diagrams have their own folders etc.

Include information on coding standards you intend to follow and tools you expect to use (VP, NetBeans, eclipse, Junit…)

## Design Considerations

Talk about how the current code is structured as it relates to the following OO principles. Each principle should have 2 or 3 specific examples from the base code or your intended additional code (i.e. potential for improvement).

* Encapsulation
* Delegation
* Flexibility/Maintainability