


## Section 1: 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	Work habits
Antoine	Plant	Back-End, Front-End	Previous knowledge & experiences; interest in back-end development;	5.5	7.5	09:00 - 23:00, no specific preferences	in a very dark, black room, with loads of Matcha Tea
	Coordinator						
	Implementer						
Duru	Implementer	Front or Back-End, documentation	I enjoy coding of any kind, and am willing to learn	5.5	7.5	No preferences as long as notified a day prior	Open room with airflow, preferably very light -- on campus preferred
	Plant						
	Team Worker						
Michael	Plant	Back-End, testing strategy	I can find out what other peoples' talents are; engage and motivate team members	5.5	7	8:00 - 19:00 no weekends pls	my studio, would be nice to meet on campus if allowed
	Implementer						
	Complete finisher						
Valeria	Resource Investor	Front-End Development (HTML,CSS)	Proficient in front-end development (html, kotlin, swift)	5.5	7.5	Week: 9:00-18:00 Weekends: Sunday evening	Online with several in-person meetings
	Team Worker	Prototype Development	Proficient in UX design (Sketch, Draw.io)				
	Plant	Documentation (Report)					
Sadat Ahmad	Specialist	Back-end	I like Java;	5.5	7.5	11:00 - 19:30	Mostly online but I don't mind physical meet-ups
	Monitor Evaluator	Front-end					
	Resource Investigator	Documentation (Research and Report)					

## Section 2: Project 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>Nedap</b> that include the features of loss prevention, theft detection, and data analysis 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	Deliver on quality products and satisfy the client.	Through client interviews and the feedback.	Completing all of the project requirements and objectives, fulfilling the aim of the assignment.	Our goal is to improve client's operation and satisfaction is the byproduct of that.	Entire duration of the development
2	Generate insights into the data provided in an easily-interpretable way	If new information has been gained from the generated insight, rather than raw data, that means the goal has been reached.	Through client review; If the client agrees with the type of statistics provided, then the goal is attained	Makes it simple for managers to identify and quantify losses to further take actions on its basis	Through weeks 3 - 6
3	To create a user interface that is easy to use/navigate and uses effective content to visualize data (such as graphs, maps, etc)	Through a client interview (client satisfied) Client can easily use the website without external instructions	Create a website that complies to the client's expectations, the standard rules of web development and current trends.	Makes it easier for managers to get insight into inventory loss, saves time on browsing the database.	Through weeks 3 - 9

## Section 3: 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	Consequences of breaking the rule
Attending the meetings	Be on time, having a maximum of 5 minutes late (otherwise notify at least 1 hour prior to the meeting)	1	A less nice reminder; Justify the reason for your late attendance
	Be prepared	5	Treat on Pizza <b>OR</b> Cake; (Diner is on you) Contact the project supervisor
	Pay attention during the meetings (do not use your phone)	10	Red Card point +1
Active participation	Contribute and present ideas	1	Warning from the scrum master
	Provide your opinion on group decisions	3	Treat on Pizza OR Cake; Intervention time
	Provide reflection on the progress you've made	5	Red Card point +1
Taking responsibility	Try to ask for aid if you're struggling	1	Ask to communicate the problem better
	Openly communicate with team members about project issues	3	Chat with scrum master
	Help a member if they are struggling	5	Treat on Pizza OR Cake;
Delivering my work	Try to take up tasks in the areas you're proficient in	1	Discussion with the team member, why did you not deliver and what and how can be improved
	Deliver quality work, avoid "hands-off" approach, (preferably well documented)	4	Red card point + 1
	Complete the individually assigned parts	7	Contact the supervisor on removing the teammate
After N Red Card points	Whenever a member gets a red card point, the following rules apply	1	Less nice Reminder of this Red card point [Yellow-ish]
		2	Discussion with the module/project coordinator [Orange-ish]
		3	Red Card and discussion with the module/project coordinator [Yellow/Red]

## Section 4: 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				
		AA	MR	DK	VV	SA
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 and update 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 declare 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 2020/2021

	Supervisor			Scrum Master
NAME:			NAME:	Antoine Moghaddar
DATE:			DATE:	22/04/2021