Island Explorer Contract [2018]

Article 0. Preamble

0.1 This contract is concluded between *Ephron Vestrit*, (hereafter **the Trader**), and the team composed of the following developers (hereafter **the Team**):

- **PELTIER Grégoire**

- **MARGUERETTAZ Marion**

- **STROBBE Nathan**

- **LE ROUX Camille**

0.2 Two milestones are defined for this project: intermediate release on week #9 (hereafter **M1**) and final delivery on week #20 (hereafter **M2**). The period of time between M1 and M2 is called the **Production Period**, opposed to the period of time before M1 which is called the **Sandbox Period**.

Article 1. Business objective

1.1 This contract has for final objective the delivery of an exploration software developed by the Team and delivered to the Trader at M2. This piece of software (hereafter **the Product**) will automatically conduct exploration missions of unknown islands by Trader's staff.

1.2 The global business objective is refined into 4 technical challenges, to be delivered as soon as possible and not after M2. Technical challenges are refined in Article #4.

1.3 After M2, the Team will transfer the Product to the Trader's development team.

Article 2. Stakeholders involvement

2.1 The Trader will provide to the Team a vessel and several crew members, as well as an exploration drone. He also agrees to share his business knowledge of island exploration through guided interviews and emails discussions.

2.2 The team agree to work continuously on the development of this piece of software and deliver a running version of the Product on a weekly basis.

Article 3. Technical objectives

3.1 The Trader requires the Product to support the following exploration, delivered in the following order:

- Locate at least one creek where the vessel can land;
- Identify the location of a meadow (rescue site) somewhere on the explored island;
- Locate the creek with a minimal distance to the rescue site;
- Exploit island's resources to fulfil the resource objectives(s) given by the Trader.

3.2 At M1, the team is expected to at least achieve the "find the rescue site" objective.

Article 4. Project costs

4.1 The contract starts on week #3 and ends at M2.

4.2 The Trader will provide to the Team a vessel and several crew members, as well as an exploration drone. He also agrees to share his business knowledge of island exploration through guided interviews and emails discussions.

4.3 The Trader will support operational costs by sending on a weekly basis a technical manager to visit the team, for a technical interview (up to twenty minutes).

4.4 During the sandbox period, the Trader will only provide simulated artefacts, and therefore tolerate partial failures of the Product. After M1, the product will be run on production server and will not tolerate failures. Failures during the production period will trigger compensation costs to be pay by the Team to the Trader (kept on final payment at M2).

4.5 Compensation costs are 1 points per failure, with a tolerance for one exceptional failure.

Article 5. Causes of failure

5.1 The following events are considered as Team's failure:
- Not being able to deliver the Product when asked to;
- Returning to the homeport after the given deadline (i.e., running out of budget);
- Not returning to the homeport at all;

5.2 The following events are considered as Trader's failure:
- Lack of answer to a written message posted on Slack within 24 (business) hours;
- Lack of weekly interview.

Article 6. Technical & Quality Constraints

6.1 To be compliant with the Trader's infrastructure, the Product will be built as a Maven module and developed in Java 8 as an object-oriented piece of software.

6.2 The Product has to be tested using Junit unit tests (minimal line coverage: 80%).

6.3 The Product is delivered on a weekly basis (on Wednesday, 7PM, Paris Time) using an identified tag (*weekXX*, where *XX* is the current week, e.g, *week03*) directly in the source code version control system provided by the Trader;

6.4 The Team will use a Jira Kanban board provided by the Trader to measure its progression while developing the Product;

6.5 After M2, the Team will eventually conduct a follow-up presentation to the Trader's development team, to support the technical knowledge transfer.

Made at Bingtown, December 18, 2017.

Ephron Vestrit
The Trader

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Team developer #1

Marguerettaz Marion
Team developer #2

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Team developer #3

Team developer #4