

# Group Contract - GoAyo, Inc

## Team members:

Gabriel Brattgård

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Alex Phu

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Oscar Sanner

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Olof Sjögren

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Yenan Wang

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## Contact:

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- Oscar: <[o.sanner@hotmail.com](mailto:o.sanner@hotmail.com)>
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- Gabriel: <[gabriel.brattgard@gmail.com](mailto:gabriel.brattgard@gmail.com)>

## Meetings:

- Meetings are planned and logged in a Google Calendar.
- Weekly mandatory meeting with TA. (Thursdays 14:15 - 15:00, we meet at 13:15)
- Must meet AT LEAST two times.
  - Once on Fridays 13:15 - 15:30.
  - Once on Tuesdays 10:00 - 11:45. (Except w38, then on Monday same time)
  - Once on Mondays, varying times.
- The upcoming meetings are determined at the end of every meeting.
  - The mandatory ones are static but other meetings will be planned when needed.

## Roles:

- A secretary role will be rotated amongst the members
  - Mod rotation: Alex, Yenán, Oscar, Gabriel, Olof
- The team will be divided into two development teams and one Scrum master.
  - The development teams will be in pairs and rotated every week.
  - The Scrum Master role will also be rotated among the members.
- The Scrum masters duties:
  - Make sure everyone understands the scrum board.

- Decide which tasks are to be prioritized this week and delegate the work through code-sprints.
- The Scrum master will also be working on tasks if time permits.

### Documentation:

- Meeting protocols will be uploaded to the GitHub repository.
- Things that will be documented:
  - Objectives
  - Reports
  - Discussion Items
  - Outcomes and Assignments

### Communication guidelines

#### Fears:

- Conflicts.
  - Keep work and personal issues separated.
- Uneven workload.
- Lack of involvement.

#### Needs:

- Effective communication.
  - Explicit times, places, and progression.
  - Daily stand-ups as a way to solve this.
  - Communicate what we have done and what our current tasks are.
  - Inform members as soon as an issue arises.
- Clear roadmap and deadlines.
  - Keep to the meeting schedule.

### Git Discipline:

- Proper commit messages.
- Use “git -author” during pair programming.
  - Take turns with the commit.
  - Write the other partner’s name in the commit message.
    - `$ git commit -m "Refactor usability tests."`
    - `>`
    - `>`
    - `Co-authored-by: name <name@example.com>`
    - `Co-authored-by: another-name <another-name@example.com>`

### Coding conventions:

- Insert a header comment in each class, see example below.
  - State all users that created/modified the class and date of creation.
  - State purpose and functionality of the class.
  - Update the header comments after each modification with date, authors, and a short message that describes the change.

```

/* @author Simon Gislen

* @author Linda Evaldsson, Johan Swanberg (revised)

* @date 2015-04-02

*

* The map holds all information related to an instance of the game except for the
player details
*

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* 08/04 Modified by Johan Swanberg. Switch to ScreenType from GameState.

* 08/04 modified by Linda Evaldsson. Made Map-class abstract. It is no longer a
singleton.

* 23/04 Modified by Simon Gislen, added Persistent Object management

* 25/04 Modified by Johan Swanberg, adds adding Stack

* 08/05 modified by Linda Evaldsson. Moved functionality to this class; rendering
of towers, updating, and stack-functionality (clear stacks)

* 10/5 modified by Johan Swanberg, fixed creepwithinrange method and added some
comments

* 10/05 modified by Hanna Romer. Added method towersWithinRange that is exactly
like creepsWithinRange.

* 17/05 modified by Hanna Romer. Added method getNew.

* 20/05 modified by Linda Evaldsson. Added ParticleManager as constructor
parameter.

* 22/05 modified by Hanna Romer. Added method isTowerOnPosition.

* */

```

### **Ambition:**

- We strive towards the mark 4+ (5).
- To be in phase with the course curriculum.
- We are hoping that this project will be something that we can show on our resumes. Not only a school project.
- Comfort and safety within the group.

### **Decision making & Conflict management:**

- Clear but limited discussion regarding the issue.
  - If at an impasse: vote on the matter.
    - Accept the outcome, “Kill your darlings”.
- Keep it professional.
- Don’t let problems become “an elephant”, communicate them clearly, and bring them to the surface.

**Feedback:**

- Don't make it personal & Don't take it personally!
- More is better as long as it's well-motivated.

**Deadlines:**

- We work in weekly code-sprints, Mondays to Fridays.
- Check deadlines every Monday and Friday.

**Co-author Commit Template**

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