Social Contract

Group Roselia

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1 Members

- Ellen Widerstrand
- Henrik Lagergren
- Isabelle Ermeryd Tankred
- Louise Larsson
- Nils-Martin Robeling
- Oscar Orava Kilberg
- Sara Hillström

2 Goals

- To learn and grow from each others competences.
- To reach a good end result.
- Everybody should contribute equally based on their own abilities.

3 Rules

- Arriving late results in an increase of personal "Fika" points depending on how late you are (10 min late = 1 point, 20 min = 2 points etc...).
- If a group member reaches or exceeds 3 "Fika" points, they are obligated to bring snacks to the next meeting.
- Everybody should have the opportunity to express their opinion and receive feedback.
- The workload should be equally divided so that everyone has the chance to contribute.
- One should notify the other members of the group before the meet up if they are to leave early from a meeting.

4 Routines

- To maintain a planning horizon of 14 days.

- We don't leave a meeting before we know when the next meeting is and what we will do then.

- We meet on Mondays and Thursdays if nothing else has been said.

- The team reflection should be done by the end of the meeting on Thursdays and the individual reflection after that.

- Every week a new member is elected to be responsible for the upcoming meeting. The same member is also Scrum Master for the sprint in question.

- We keep our user stories and its tasks vertical, making it possible to push to master more smoothly.

- All CSS design should follow the design template

5 Decision Making

- Primarily we make decisions that we all agree upon, if not we vote and the majority decides.

6 Pushing code to master branch

- Someone else has looked at and accepted the code.

- No visible bugs or errors, as well as passes all tests.

- Push to master branch when changes that work are made (ideally more than once a week).

- The code is well documented.

- Good indentation.

- Functionally decomposed.

- Readable, no long rows.

- Good logical names for methods and classes.