Atrius Team Contract

Revision: v1

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# Project Team: **Atrius**

|  |  |  |
| --- | --- | --- |
| Name | Email | Role |
| Tre Carlton | [carltonl@spu.edu](mailto:carltonl@spu.edu) | Scribe |
| Noah Gallo | [gallon1@spu.edu](mailto:gallon1@spu.edu) | ScrumMaster |
| Isaiah Hogue | [hoguei@spu.edu](mailto:hoguei@spu.edu) | Librarian |
| Colby Nelson | [nelsonc8@spu.edu](mailto:nelsonc8@spu.edu) | NONE |
| Nathaniel Kanooni | [knoonin@spu.edu](mailto:knoonin@spu.edu) | NONE |

# Project Vision

## Target Grade – Greater than 85%

## Project Road map

### Fall Quarter

* Map System
  + Map Generator
  + Map Navigation
* Basic UI
  + Unit Menu
  + Building Menu
  + 2D map
* Unit System
  + Create Units
  + Move Units
  + Kill Units
* Building System
  + Create Structure
  + Destroy Structure

### Winter Break

Use winter break as extra time to complete anything leftover from the fall. If nothing is left over, begin Winter Quarter

### Winter Quarter

* Computer Opponent
  + Politics
* Empire/Grand Strategy System
  + Resource System
* Begin Finalizing Game Art

### Spring Quarter

* Polishing
* Bug Fixing
* \*\*Multiplayer\*\*
  + If possible

# Team Expectations

## Attendance

* Expected to attend bi-weekly scrum meetings in-person
* Expect occasional attendance to group dev-sessions
* If you’re sick, stay home

## Communication

* If struggling or expecting delays, please communicate as soon as possible
* If you can’t make it to a meeting, or are going to be late, please inform the team ahead of time
* Be willing to express your concerns and opinions
* Don’t insult other’s thoughts or opinions
  + Critique doesn’t have to be insulting
* In meetings, make sure to keep the room over for communication

## Productivity

* Keep focused on your tasks
* Planning software components should be done with others

## Accountability

* You are accountable for getting your tasks done. Don’t keep others in the dark if you are struggling with a task.
* You are expected to Meet Deadlines
* You are expected to review what you completed with the team at team scrum meetings

# Code Expectations

## Comments

* Every function must be commented using VS Built-in comment system
  + Except obvious getters or setters
* Variables should be commented
* Components should have a simple description of what they are used for

## Repository

* Do not merge without having another member review the pull request
* Always merge into a separate branch, and run simple test, before merging into main
* Delete branches within a week after they have been merged into main
* Every task should be completed within a branch using the Jira automatic branch name
* Every commit must include Jira task ID

## Documentation

* Keep a master list of classes with descriptions and examples
* Systems should be well documented with detailed descriptions and pseudocode
  + If you are using a well-known algorithm, put the name of it with a link to the website that describes it
* Keep a document with all our works cited material

## General Guidelines

* Code should be kept neat with plenty of space to make it readable
  + Never should a single line of code not be completely visible all at once
* Avoid using public variables, use public properties instead
  + If you want to see it in the inspector, use [serializefield]
* If an object requires a component, include a require component before the class
* All classes must be made serializable
* Complex components should have an editor connected to them

# Role Expectations

\*This is a list of what each role manages. Just because a role is responsible for an item, does not mean they should do all the work in creating. They simply need to ensure that it is completed.

## Scrum Master

* Running/Scheduling scrum meetings
* Scrum Backlog
* Resolving Conflict

## Scribe

* Documentation
* Meeting notes

## Librarian

* Pull Requests
* GitHub Repository

## Other

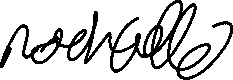
Other members are expected to help fulfill the above roles,.

# Team Meetings

We will meet bi-weekly (twice a week) on Tuesdays and Thursdays from 12:00-12:50 PM. Subject to change in the coming quarters

We will hold occasional dev-sessions meant for working on code together. These will not be structured, but are meant to help us collaborate on different tasks.

Tre Carlton Date\_10/6/2022\_\_\_\_\_\_ Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_­­­­­­­­­­­­­\_\_\_\_\_\_\_\_



Noah Gallo Date\_10/6/2022\_\_\_\_\_\_ Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_­­­­­­­­­­­­­\_\_\_\_\_\_\_\_



Isaiah Hogue Date\_10/6/2022\_\_\_\_\_\_ Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_­­­­­­­­­­­­­\_\_\_\_\_\_\_\_



Nathaniel Kanooni Date\_10/6/2022\_\_\_\_\_\_ Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_­­­­­­­­­­­­­\_\_\_\_\_\_\_\_

Colby Nelsons Date\_10/6/2022\_\_\_\_\_\_ Signature\_\_\_\_\_\_\_\_\_\_\_\_\_\_­­­­­­­­­­­­­\_\_\_\_\_\_\_\_

