Team Working Agreement document

1. Logistics

Product name: Pet Clump Team name: Clumpers

Meeting Time: Every Monday Wednesday Friday at 2:30PM.

Meeting Place: BE 209 / BE 314a (Varies)

Project Repository: https://github.com/zero41120/Pet-Clump

2. Development Environment

Platform:

IOS: MacOs and IOS 11+ Devices

Android: Windows/Mac/Android phone support minimum 16.

Database:

Google Firebase for both.

IDEs/ Text Editor:

IOS: Xcode and Swift

Android: Android Studio and Java

3. Coding Styles

- 1) Filenames
 - underscore_lowercase.extension (view_page_signup.xml)
 - type_subtype_description (model_profile_user.xml)
 - Java class should follow java convention (MyClass.java)
- 2) Code
 - Constant name is UPPCASE_UNDERSCORE
 - Variable name is camelCase
 - Class name is CapitalCamelCase
 - Listlike name is plural, and element name is single
 - objects = [obj, obj, obj]
 - for obj in objects{ // code }
 - Don't use ++ or --, use += 1 and -= 1
 - Don't write long functions (more than 50 lines)
 - Don't use single letter variable outside a for-loop
 - Don't omit {} in control statement.
 - Don't write 3 layers of nested if
 - Don't use global variables, use singleton objects
 - Use Android Studio IDE default tab indentation
 - Recommended: Assignment is left to right, and comparison is right to left
 - is_cat_lover = true

• if (3 == number_of_cats){ // code } • Lines should not be longer than 80 character. Anything in a {} must be indented accordingly • Open bracket { is at end of a statement, that is o if(is cat lover){ 0 } If a if statement can be a single line, make it so • Align = with tab. That is: variable = value o longVariable = value2 sVar = value3 All public data member must be private with its own getter and setter to avoid unsafe modification(Encapsulation) 3) Git commit messages Verb by description • Adds frame to profile photo and modifies profile photo size Bug fix format: Patches a bug that _____ when ____, ___ fixed it o Patches a bug that <u>crush the profile layout</u> when <u>user click invite button</u>, limiting the button size fixed it. 4) Documentation Format: * This function takes ____ and does ____, then returns ____. argument1: description for why this functions needs it argument2: description for why this functions needs it * Return data: description of expected return * Throws ___exception: description of throwable return_tyep functio_nanme(argument){ // Code Example * This function takes 2 doubles and divides the first by the second, * then returns the Quotient. argument1: dividend argument2: divisor * Return data: quotient * Throws

```
* IllegalArgumentException: when divisor is zero
*/
double my_divide(double dividend, double divisor){
    if(0 == divisor){
        throw new IllegalArgumentException("'divisor' is 0");
    }
    return dividend / divisor;
}
```

4. Definition of Done

Unit/Integration tested

Ready for acceptance test

Acceptance tested

Run the unit/UI test for each component of the app

Have all the members in the team to evaluate the code after each sprint

No increased technical debt

Releasable

Have other people to tested the app

Complete all the user stories that are planned for the app

5. Area of Responsibility:PO, Scrum Masters for each Sprint

Product owner: Tz-shiuan Lin

Scrum Master for each Sprint

Sprint1: Tz-shiuan Sprint2: Tamir Sprint3: Jerod Sprint4: Galen

Responsibilities of each member on each sprint:

Sprint1:

Tz-Shiuan Lin User story re login and firebase login authentication

Jerod Zheng User story language support and user information Galen Robbins User story language support and user information

Tamir Vardi User story User interface

Sprint2:

Tz-Shiuan Lin Frontend matching, Pet Information

Jerod Zheng Backend matching, Time Tracking, Pet Information

Galen Robbins Backend matching, Quiz System Frontend matching, Quiz System

Sprint3:

Tz-Shiuan Lin one-to-one message

Jerod Zheng Friend List User Interface/chat view User Interface

Galen Robbins one-to-one message

Tamir Vardi Delete/block the scam profiles from database

Sprint4:

Tz-Shiuan Lin backend, location

Jerod Zheng frontend, user Interface

Galen Robbins backend, Diffie Hellman Encryption and and frontend

Tamir Vardi Visual effects, animation, sound effect, icon.