

Project Semester 1 2020/2021	WOC7010 : AGILE SOFTWARE DEVELOPMENT GROUP CONTRACT
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Learning Outcome:

1. Apply a variety of agile practices in software development environment.

Taxonomy Level: C4, P3, A4

Marks: 30%

Task / Activity

The team is to implement an animoji system that acts upon the type of speech sent in a recorded voice message.

Deliverable / To submit

Team / group social contact

Group Leader :

Initial Propose Project Name : WOC7010 - ANIMOJI AGILE PROJECT 2021

Contract Item: As a Team we agree to	
<ul style="list-style-type: none"> Participation 	<ul style="list-style-type: none"> Personal safety ensured to include more participation of every team member for better progress of the project. Every member suggests his/her ideas and values other team member's ideas. Every member is given equal opportunity to participate, and the final decision is made as a team based on the betterment of the project.
<ul style="list-style-type: none"> Communication 	<ul style="list-style-type: none"> Communicate often to stick to the deadlines to keep the project on track. Have clear conversations or suggestions from the team member for any blockers. Manage to read all project relevant communications and try to reply in a timely manner.
<ul style="list-style-type: none"> Meetings 	<ul style="list-style-type: none"> Weekly review meeting with product owner(professor) regarding the progress. Daily 15-minute scrum daily stand-up update from each team member of their progress through WhatsApp/MSTEAMS meeting. The meeting is compulsory, however if it's due to illness/emergency the member is to notify in advance at least 4 -5 hours before in case if the member is not able to attend the meeting. The meeting will go as per schedule sticking to the duration specified. MOM of the meeting tracked and updated in the shared path.
<ul style="list-style-type: none"> Conduct 	<ul style="list-style-type: none"> Each member shares with the team the data obtained by them and puts it under the "Knowledge Sharing" common folder. No idea is trivial. Hence no criticism on any ideas suggested by team members. Decision is by the entire team and no misconduct happens to influence a specific idea affecting the project.
<ul style="list-style-type: none"> Deadlines 	<ul style="list-style-type: none"> Deadlines are to be met with sincere dedication by the team failure on which would be escalated. Get the team involved if there is any blocker.
<ul style="list-style-type: none"> Conflict 	<ul style="list-style-type: none"> Each member is expected to complete the assigned tasks within deadline on failing would require proper justification to the team. Feel open minded to listen to every idea and if there is a difference in opinion, it should be conveyed in an assertive manner not hurting anybody.

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	<ul style="list-style-type: none"> • Areas of conflict could be resolved based on further exploration and relevant supporting documents. • If there is any repeated misconduct, the professor will be intimidated about it.
Clause In any violation of the above, we agree	<ul style="list-style-type: none"> • Warning would be provided to the team member. • One day waiting time is set for reply. • Failure on response/correction in action would be officially emailed to the entire team and highlighted to the product owner (professor).

Please ensure that the items in the clause are effective and feasible.

No	Matric No	Name	Team Role	Signature
1	S2029083/1	Aishwarya Sundaram	Scrum Master/Researcher	<i>S.Aishwarya</i>
2	S2002881	Lokesh Jain	Developer/Architect	<i>lokesh</i>
3	S2034445	Wong Chun Seng	Developer	<i>Seng.</i>
4	S2011558	Licheng Xu	Developer	<i>Licheng Xu</i>
5	S2035218/1	Karishma Patel	UX Designer/Report Documenter	<i>Karishma</i>

(Assessor: Dr. RAJA JAMILAH RAJA YUSOF

Date Received:

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