| **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 | |
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| * Participation | * 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. |
| * Communication | * 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. |
| * Meetings | * 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. |
| * Conduct | * 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. |
| * Deadlines | * + 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. |
| * Conflict | * + 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.   + Areas of conflict could be resolved based on further exploration and relevant supporting documents.   + If there is any repeated misconduct,the professor will be intimated about it. |
| **Clause**  In any violation of the above, we agree | * + 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 |
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| 1 | S2029083/1 | Aishwarya Sundaram | Scrum Master/Researcher | S.Aishwarya |
| 2 | S2002881 | Lokesh Jain | Developer/Architect | lokesh |
| 3 | S2034445 | Wong Chun Seng | Developer | Seng. |
| 4 | S2011558 | Licheng Xu | Developer | Licheng Xu |
| 5 | S2035218/1 | Karishma Patel | UX Designer/Report Documenter | Karishma |
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(Assessor: Dr. RAJA JAMILAH RAJA YUSOF Date Received: )