Project Guidelines

Purpose

The project has to be a collaborative work where we engage together in the development of a software using Software Engineering approaches and proven methods.

Meeting Scheduling

Meetings are subject to change and no fixed day is decided for the team gathering except the official meeting Tuesday 10:30.

The team has decided to meet three times a week on different days. The scheduling of these days will be compatible with the individual week schedule.

Continuous meeting is supported by social application particularly "WhatsUp" where daily progress is tracked by the team.

Development Technologies

- FrontEnd
    1. Android Framework
    2. Java Programming Language
    3. XML , JSON data format
- BackEnd
    1. Spring Framework
    2. MongoDB
    3. Java Programming Language
    4. JSON data format

- ➢ Version Control System
  1. Git
- ➢ Hosting Service for VCS
  2. Github

Ethics

- o Each individual of the team is given the autonomy to think and criticize the Work Progress freely.
- o No one is left behind. The team is stronger when each individual is capable of understanding and explaining the process of development.
- o Every decision has to be shaped and discussed together. The goal is to make the project the best it can possibly be.
- o Each individual has to take responsibility.
- o Conflicts should be fruitful and never left unresolved for any reason.
- o The team mentality is to help each other at all cost. No arrogant behavior will be tolerated in the development process.