

Group Contract

Team Notebridge 1:

Adham Ehab Magdy Selim - s2948486

Anil Sen - s3367606

Ilgın Simay Özcan - s3362779

Enescu Alexandru-Cristian - s3055779

Simeon Nikolov - s3163989

Rebah Özkoç - 3363775




Team members data, preferences, and expectations

Name of team member	Roles			Grade expectations		Preferred times for...	
	Natural roles	Preferred tasks	Why (any special skill?)	Minimum grade	Expected grade	Extra meetings	Scrum Master
Rebah Ozkoc	Shaper	Java development	Worked as a backend engineer in a company for a year with Java	8	9	After the lectures on campus are okay	Any week is okay
	Specialist						
	Complete Finisher						
Anil Sen	Impelementer	Backend Development	Had past experiences in web development and backend technologies	8.5	9	Preferably after classes, especially not in the mornings	No specific preference
	Complete Finisher						
Ilgin Simay Özcan	Implementer	Backend/Frontend Development	Had related courses in my home university	8	9	After the lectures	Any time works
	Complete Finisher						
	Resource Investigator						
Adham Selim	Coordinator	Backend Dev	Have more experience working on backend java development than frontend	8	9	After lectures or online in the evening	No preference
	Specialist						
Simeon Nikolov	Plant	Frontend Development and Databases	I have previous experience working on Databases and doing HTML	8	9	After classes	No preference
	Complete Finisher						
	Specialist						
Enescu Alexandru Cristian	Team Worker	Frontend Development	I enjoy designing web pages, I have a basic knowledge but I can learn very fast because I'm interested in the topic	8	9.5	After the lunch time break	Any time period is ok
	Complete Finisher						

Goals

The work team has agreed to work towards the following main objective

	<p><i>To plan, design, implement, test and deliver a web application for the company Note-Bridge that includes the following features: creating, reading, updating and deleting card-based posts which contain information related to music events and allow musicians to find band members, jam session partners, sell / buy instruments, and find out more information about any topic related to music. The web application must allow users to modify their information (profile / posts) and to interact with other users by liking, commenting and sharing posts. The web application must be developed in 10 weeks.</i></p>
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The main objective can also be understood as the following specific objectives:

Sub goal	S (Specific) What	M (Measurable) Up to	Attainable How	Relevant Why	Time Bound When
1	Allowing users to browse and manage the card events smoothly	The system uses pagination to provide an overview of cards and follows intuitive approach to allow users to perform CRUD operations	-Develop an intuitive user interface for browsing card events -Implement CRUD functionalities with proper validation and error handling.	Providing a user-friendly way to manage card events enhances user satisfaction and engagement, which is crucial for the platform's success	Weeks 5-8
2	Users should be able to message with each other securely and privately	The messages should be only readable by the target user	Using access token with the GET message method	Providing secure and private messaging is essential for users to trust to the application	Weeks 6-10
3	Users should be able to interact with card events.	Track the number of interactions (likes, comments) per card event.	Develop and integrate features for liking, commenting, sharing to card events	Enhancing user interaction with card events increases user engagement and retention, making the platform more dynamic and user-centric.	Weeks 7-10

4	The web application must have a captivating interface design which makes it easy to use.	Many people are asked to test the interface and give feedback before the final release.	Build interactive and visually pleasing web pages using CSS and Bootstrap.	Users are more likely to utilise the web app for an extended period of time when they find it pleasant.	Weeks 4-8
5	Provide users a customised experience based on their preferences	Multiple tests performed which focus on the functionality of editing users' profiles and specifying preferences.	Storing users' preferences in the database when new accounts are created, and updating the database each time users make changes to their profiles.	Increasing user experience to motivate more people to use the web app, by offering a personalised view of the app to each user.	Weeks 8-10

Behavioural rules

If the group encounters an internal problem that it cannot resolve in a negotiated manner, the group will go to this section to solve the problem through the following solution paths

Issue	Rule	After N times	breaking the rule, the team member affected...
Attending the meetings	All team members must be present at meetings, even online if meeting up is not easy or they are not available.	1	Reach out to other members to get a summary of the meeting and after provide arguments or feedback to show you did not fall behind with the material.
		2	Provide a valid excuse for the reason of being absent, otherwise the member is asked to do an additional task for the project.
		3	The team member receives a yellow card.
Active participation	All members should aim to participate in discussions regularly and give their opinions and ideas	1	Will be asked related questions at the end of sessions to motivate them to contribute.
		2	If there is an arbitrary reason for that, the mentor should be notified, otherwise team members help that member feel motivated.
		3	Get a yellow card.
Taking responsibility	Members should take responsibility for their work and make it clear to others what they are working on at any time and if they need help with it	1	Should be asked if they are having a problem while completing the task.
		2	Talk with other team members to see their work and get motivated about updating them.

		3	Should be asked questions to see their progress regularly to make it a habit.
Delivering my work	All team members should indicate the work that is done for related Sprint and be able to present	1	Should present what they did within the same day that the session took place via common platforms such as Discord and Whatsapp.
		2	Provide detailed documentation to the team members, which allow members to grasp the work done with proper reasonings.
		3	The member receives a yellow card.
Personal conflict between teammates	All team members shall be able to work together regardless of their personalities and beliefs.	1	Asking the team members to share their conflict and to try to resolve during the meeting.
		2	Once again asking them to resolve the problem and sharing with the mentor.
		3	Make both team members work on tasks which don't require them to communicate.
Communication between teammates	All team members should communicate with the team often, making it clear when good progress is being made or when problems occur and they require help	1	Should be asked questions related to the work, to make them communicate with the team.
		2	Should be helped if they are facing issues and the problem is the reason why they are avoiding communication.
Falsifying progress	All team members shall share their progress on a task they've been assigned to and share their thoughts if they have an issue with that task.	1	Making the team member share the issue with the team and helping them solve their task during a meeting.
		2	Moving them to another easier task and reprimanding them with a potential yellow card.
		3	Giving them a yellow card.
Plagiarism and/or fraud	All team members must be honest and transparent with their sources and cannot plagiarise or copy from other sources that can jeopardise all other team members	1	Should be contacted with the mentor.
		2	Should get a red card.
Missing deadlines	All team members must ensure that work on assignments is complete before the deadline and ensure that assignments are handed in in time	1	Should provide a valid excuse, otherwise the member is asked to do an additional task for the project.
		2	Should be checked against if they have repeating problems, otherwise will be notified to the mentor.
		3	Receives yellow card.

COMMITMENTS

Each member of the team has expressed their agreement with this contract and each of their commitments and that is collected in the following table:

COMMITMENTS		Team members signal					
		AS	SN	EAC	ISO	RO	AS
C 1	As a team member, I promise to do my best for achieving the goal of the team and deliver things on time.	YES	YES	YES	YES	YES	YES
C 2	As a team member, I promise to act responsibly with my work and maintain updated the Trello project board.	YES	YES	YES	YES	YES	YES
C 3	As a team member, I am committed to being open to dialogue and constructive criticism.	YES	YES	YES	YES	YES	YES
C 4	As a team member, I agree to act with integrity and not to commit fraud.	YES	YES	YES	YES	YES	YES
C 5	As a team member, I am committed to acting as a team and helping my teammates whenever it is necessary.	YES	YES	YES	YES	YES	YES
C 6	As a team member, I promise to be honest, sincere, and respectful with my teammates.	YES	YES	YES	YES	YES	YES
C 7	As a team member, I am committed to focusing on the client's needs and wishes before my own.	YES	YES	YES	YES	YES	YES
C 8	As a team member, I agree to always respect the role of leader and the agreements in this contract.	YES	YES	YES	YES	YES	YES
C 9	As a team member, I declare that I have read, understood and accepted all aspects of this contract	YES	YES	YES	YES	YES	YES

IN FAITH OF WHICH, the Scrum master declares that all the team have read, agreed, and accepted all the conditions and commitments with the group written in this document that will be applied during module 4 Data & Information 2023/2024.

	Scrum master
	AEnescu
NAME:	Enescu Alexandru-Cristian
DATE:	23/05/2024

	TA
	Kishan
NAME:	Kishan
DATE:	23/05/2024