

Code of Conduct

In a Code of Conduct you discuss with each other what you expect from each other and from the collaboration. Everyone participates in this and supports the agreements that you draw up together. A Code of Conduct is a flexible document. If after some time it appears that certain agreements are not realistic or applicable, then it is important to discuss this in the group and adjust the agreements if necessary.

Assignment description:

In your own words, describe what you need to do as a group in this course.

- We need to work in an Object Orientated Programming environment in order to develop a trivia game based on environmental sustainability. Our game will be able to be played multiplayer as well as singleplayer.
- We will mainly use Java and also some CSS in our project.
- We will make use of the following tools to make the product:
 - Gradle
 - Spring
 - REST API
 - Scene Builder
 - JavaFX
 - Postman
 - IntelliJ
 - GitKraken
 - GitLab
- We will use following channels for communication:
 - Discord
 - WhatsApp
 - Mattermost
 - Microsoft To Do

Target or ambition level:

What grade are you working for?

- We are working for an 8.
- We want to have a game where you can either play singleplayer or multiplayer. These multiplayer games should be joinable by a code. A game should contain 20 questions, with a time-limit of 20 seconds a question, and the score/points you get will be based on how fast you answer the question.
- This description above is just the minimum, but we want to implement some other features we categorized as should-have and could-have to make the game more enjoyable.

Products:

What should you deliver at the end? On which platform do you share which documents (Discourse/Miro/MS Teams)? What standards must the work submitted meet?

- We need to deliver a trivia game based on sustainability.
- We need to make and submit teamwork assignments, human-computer interaction report, notes and agendas for meetings.
- We will make use of merge requests with detailed descriptions, and short and informative summaries, to keep track of our progress during the project.
- We will use Gitlab, Discord, and Mattermost to share documents.
- The game should be working without any issues.
- The assignments should be well structured with appropriate vocabulary.

Planning:

How do you ensure that each group finishes everything on time? Did you clarify who will have a final say in the final deliverable and submits it to Brightspace *on behalf of the project group*?

- We will estimate the time needed for a certain tasks, and then we divide the tasks based on this estimation so everyone has approximately the same amount of work.
- Every important decision needs to be unanimous.
- If the vote is not unanimous at first, we try discussing first, if we are unable to reach an agreement we will put it to a majority vote (4/6). If we can't reach a majority vote, we try to find a compromise and restart the voting process.
- We will use Microsoft To Do list and weekly check-ins to keep track of the current workload.
- We will set deadlines during the meetings and add them to the Microsoft To Do tasks.
- All the documents that need to be submitted on Brightspace will be submitted by Vic.

Behavior:

How do you treat each other in the group? How do you handle disagreements within your group? Could your guide or student assistant be involved in reaching consent? What do you do if someone is late during a group meeting?

- We treat each other equally and with respect .
- In case of disagreements, we first try to talk it out, and if this doesn't work we use the voting system mentioned in the previous point.
- Only in the worst case scenario we would involve the TA into our disagreements.
- If someone is late, we start without them. When someone is late twice, that person will need to bring cookies to the next in-person meeting. Only if it occurs with the same person multiple times and it starts to impact the group, we will discuss this with the TA.

Communication:

In what ways do you communicate with each other as a group and among yourselves? (in the studio/MS Teams/Miro/Discourse)

- WhatsApp, Discord, Mattermost and in real life meetings.

Commitment:

How do you determine the quality of each group's work, so that each group delivers the same quality?

How do you measure the commitment of the chairs and minute takers?

- By giving each other feedback by using peer review for example.
- We check if the chairperson made an agenda for every meeting and if the minute taker took notes of every meeting.

Meetings:

How often will you meet as a group? What preparation is needed for the meetings?

- At least 2 times a week on Tuesday and Thursday and possibly extra meetings when necessary.
- An agenda will be made by the chairman before the meeting.
- At the end of each meeting we will decide what needs to be done before the next meeting.
- When several of us (2 or 3) can't make it to a meeting we will try to move the meeting to a different time.

Decision-making:

How do you make decisions? By majority vote or by consensus?

- First we try by consensus, if we are unable to reach an agreement we will put it to a majority vote.
- When someone goes their own way, after the group decided to do it a certain way, we call them out and try to get him to start working the way we agreed. If they still keep going their own way, we will involve the TA.

Dealing with conflicts:

How do you handle conflicts within the group?

- In case of disagreements, we talk it out together or use the voting system we described in the planning rubric.
- If just talking it through doesn't work the neutral people can try to get the people in conflict to agree, if this doesn't work as well we will ask guidance to our TA so he can help resolve the issue.
- We try to convince them why the way the team agreed on is the right way, and if this doesn't work we will ask the TA to help resolve this issue.

Guidance:

What do you expect from the teacher's and/or student assistant's guidance? What do you want feedback on, on the content or on the collaboration?

- We will ask the TA for guidance and feedback for the assignments (teamwork/HCI-report).
- When really get stuck on a programming issue and the internet can't help us, we will ask the TA if he can help us fix the issue.
- We would like to get feedback on our progress (each week), so we know when we start to fall behind on schedule.

Consequences:

What are the consequences if a participant in the group does not keep the agreements?

- If it happens once it is okay, but if it happens multiple times we will discuss this with the TA.
- When someone is late we will enforce the consequences described in the rubric behaviour.

Format-style:

What will be your agreements on code style?

- We will use the general code-style learned to us during the CSE1100 (OOP) course.
- We will name variables, branches and other things with all smaller case letters and underscores instead of spaces.

Success-factors:

What makes your team a dream team?

- Our diverse set of roles combined with our good communication will make us a dream team.