Collaboration Contract

Course: GPS

Members

Joan Krastanov	45158@student.fontys.nl	+359 897 033 520
Julius Šlepetis	409587@student.fontys.nl	+370 6 28 04 282
Timofey Popov	458859@student.fontys.nl	+359 87 670 63 95
Arend Luppens	432682@student.fontys.n	+31 6 12213837
Guido Terstal	466764@student.fontys.nl	+31 6 47985199
Angel Chernaev	451459@student.fontys.nl	+359 885 433 444

Client

Name: Fontys IT-Dienst

Contact: xxxxxxx

Preface

I	Members	1
Client		1
Preface		1
Agreements		3
	Presence	3
	Feedback	3
	Attitude	3
	Performance	3
	Submissions and work integration	4
	Coding standards for Java	4
	DoD	4

Agreements

Presence

- 1. All members ought to be present at predefined time for all meetings.
- 2. If a member is going to be absent or late, they will inform the group via Discord before the time of the meeting.
- 3. If someone is not present for a meeting they will be reached out to via WhatsApp for an elaboration.
- 4. If a member arrives 15 minutes after the designated meeting time they are considered late. If they are late two times they need to bring some sweets or snacks next class.
- 5. If a member is absent without a good reason, they will buy one big Domino's pizza for the next meeting.

Feedback

- 1. All the feedback gathered from the teacher or the client will be documented and shared with the group.
- 2. Meeting minutes should be distributed to all members latest one working day from when the meeting took place.

Attitude

- 1. Make sure everyone is able to contribute
 - o more talkative people: show a little restraint
 - o quieter people: your contributions are very welcome
- 2. Respect each others' opinions even / especially if you don't agree with them
- 3. Participate!
- 4. Confidentiality some things shouldn't be repeated outside of this meeting.
- 5. Be conscious of time help stick to it, or negotiate for more
- 6. Mobile phones on silent to minimize disruptions
- 7. Regular breaks

Performance

- Underperformance of members will be discussed within the remaining group members
- 2. They will be informed by the rest of the team and their performance will be examined for the next two weeks
- 3. In the case of still not performing to the groups or their own standards the issue will be escalated to our group mentor Jeroen van der Heuvel

Submissions and work integration

- 1. For keeping up with available tasks and tasks that have been assigned to/ done by a certain person we have employed the use of Trello
- 2. For integrating code and working together on the project we will employ the use of Git
- 3. For documentation collaboration and storage OneDrive will be used

Coding standards for Java

- 1. Components names are written based on their purpose.
- 2. Class names should be nouns starting with an uppercase letter. If the class name is made up of two or more words than every inner word should start with a capital letter as well. Eg: Animal, String, etc.
- 3. Method names should be verbs or verb noun combinations starting with a lowercase letter. If the method name is made up of two or more words than every inner word should start with a capital letter as well. Eg: talk, openVault, etc.
- 4. Variable names should be nouns starting with a lowercase letter. If the variable name is made up of two or more words than every inner word should start with a capital letter as well. Eg: name, type, etc.
- 5. Constant names should be nouns containing all uppercase letters. If the constant contains multiple word than words are separated with (_) underscore symbol. Eg: PI, SALES TAX, etc.
- 6. Getter Methods should be public and prefixed with "get". They shouldn't take any arguements. getName, getID, etc.
- 7. Setter Methods should be public with return type "void" and should be prefixed with "set". They should take some arguement. setName, setAddress, etc.

DoD

- 1. User story is functional
- 2. Acceptance criteria are met
- 3. User story is unit tested, and we decide with the group if the amount of unit tests are sufficient
- 4. Code is reviewed by others
- 5. Feature branch can be merged onto the main branch
- 6. Code is deployed to Azure

Read and agreed by:

Timofey Popov

Guido Terstal

Julius Šlepetis

Arend Luppens

Joan Krastanov

Angel Chernaev