

Section 1: 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
Daan Hanraads	Coordinator	implementing	more all-round	5.5	>6	not late evening	Weeks 4-5
	Implementer						
	Team worker						
Diana-Alexandra Bozea	Team worker	Design SQL & java Report writing	Average skills in everything Good at writing reports	5.5	7	whenever, always available	Weeks 6
	Shaper						
	Specialist						
Dirk van de Ruit	Plant	Design SQL queries	I like to do these tasks	5.5	7.5	evenings (not tuesday and friday), possibly weekends	Weeks 1-3
	Monitor evaluator						
	Team worker						
Edina Depner	Team Worker	Working in HTML / Design	Sketch Artist, Graphic Design	5.5	8	anytime after 18:30 if possible	Weeks 7-8
	Implementer						
	Resource Investigator						

Section 2: Project Goals

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



To plan, design, implement, test and deliver a web application for the company GRYBB that keeps track of the status of trees, including tree attributes, watering, fictive sensor data, one external data source and additional notes in the time of 11 weeks.

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	The users of the application are able to see the water level of the soil and whether or not further watering is needed.	Every region is displayed with all the trees; functionality passes 70% of the tests in the first review and 100% of the tests in the second review.	Implementing the system that measures the water level and displaying this in our system. Creating artificial users in roser to make the check.	It is a must have for the project, the users should be able to see all details about the area.	Weeks 5 and 10
2	Users are able to change the date of the last time a tree has been watered.	Functionality passes 75% of the tests during the first review and 100% of the tests in the second review.	Creating artificial users that access the application.	Changing the date of the last time the tree was watered is necessary to know when to water the tree next, it is a must have for the project	Weeks 5 and 10
3	The result of our work should be more than sufficient for fulfilling the client's needs.	Receiving positive feedback after every review, getting a high grade (>7.5) at the end.	Conducting periodic reviews with the mentor and the client.	To measure our progress and level of satisfaction of the client.	Once every 3 weeks

Section 3: 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	Consequences of breaking the rule
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Late to meetings	All members must not be late (more than 5 minutes) without a valid reason BEFORE the meeting starts.	1	He/she will be approached by the group and receive a warning.
		2	Food for all (and a warning).
		3	He/she will receive an orange card.
No active participation	All team members must complete their respective tasks on time, unless they announce 24 hours before that they are unable to do so.	1	He/she will be approached by the group members and receive a verbal warning.
		2	He/she will receive an orange card.
		3+	He/she will receive a red card for each further missed task.
Not taking responsibility	Each member must take full responsibility for the work they deliver and the feedback they give.	1	He/she will receive a verbal warning.
		2	He/she will receive an orange card.
		3+	He/she will receive a red card for each further misconduct.
Not delivering work	Everyone should be updated on the project status at all times and all team members should be able to present their tasks.	1	The Leader will make a brief recap of the completed tasks. If there is something missing, he/she will talk to the responsible members and attempt to solve the issue.
		2	After the recap made by the leader, if the same member has trouble keeping up he will receive an orange or red card, depending on the amount of work missing.
		3+	More red cards are added.
Not attending meetings	Each group member should attend each meeting (even if they are late), unless he/she has a valid reason not to.	1	The rest of the group asks him/her what the problem was. If it was something along the lines of bad internet or oversleeping, he/she gets a warning. Without a reason, he/she will receive an orange card.
		2	He/she will receive an orange card if the first one was a warning, else a red card.
		3+	He/she receives a red card.
Delivering work not up to expected standards	the work a group member delivered should be up to the expected standards. This is decided by the group beforehand.	1-2	See if the group member needs help or to work harder.
		3	He/she receives a warning.
		4+	Notify the AS teacher about the problem. Red card if the work is not up to standard because the group member did not put in enough time.


Arguments between two or more group members	A personal conflict should not prevent two or more team members from participating in the group work.	1	Hear the opinion of both sides and try to mediate a solution.
		2	Give each side an orange card and try more advanced conflict resolution techniques.
		3+	Contact an AS teacher to notify them about the problem. If working on the project is halted, each of the members involved in the argument receive a red card.
Breaking the group rules	Members should respect the previously created set of rules of participation.	1	Scrum master approaches the member and has an open discussion.
		2	Orange card and group intervention.
		3+	Contact the AS teacher to notify them of the problem.

Section 4: 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			
		DH	DB	DR	ED
C1	As a member of the team, I will show up at meetings and notify my group when I cannot attend in case of an emergency.	Yes	Yes	Yes	Yes
C2	As a member of the team, I will notify my group beforehand in case I'm late.	Yes	Yes	Yes	Yes
C3	As a member of the team, I will try to finish my task in time.	Yes	Yes	Yes	Yes
C4	As a member of the team, I will give tips to improve the project.	Yes	Yes	Yes	Yes
C5	As a member of the team, I will try to contribute equally to the project.	Yes	Yes	Yes	Yes
C6	As a member of the team, I will make sure that the project will be delivered on time.	Yes	Yes	Yes	Yes
C7	As a member of the team, I will accept the consequences when the rules are broken.	Yes	Yes	Yes	Yes
C8	As a member of the team, I will double check the final product to make sure there are no errors.	Yes	Yes	Yes	Yes

IN FAITH OF WHICH, the Scrum master declare 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 2020/2021

	Supervisor			Scrum Master
				
NAME:			NAME:	Dirk van de Ruit
DATE:			DATE:	22/4/2021