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.

First and foremost, we need to collaborate, and this should be our main focus. More concretely, we need to be able to communicate about our own code and others', be not afraid of going out of our comfort zone, speak our minds, and learn from others. This way, we are sure to exploit every person's abilities in the group.
We are creating a quiz game composed of 20 questions. Altogether there are three question types: multiple choice with 3 answers, true/false and estimate questions. The game can be played in both singleplayer and multiplayer mode. In case of multiplayer mode the player is directed to a waiting room. The player collects points for their correct answers and can compare themselves on the leaderboard, which is made available halfway through the game as well as at the end. After finishing the game, the player has the option to play again in a mode of their choice. Additional features such as jokers can also be implemented together with the reactions in the multiplayer mode.

Target or ambition level:
What grade are you working for?

10.0/10.0. We like to think that we have an "Aim for the stars and you'll land on the moon" mentality.
Our minimum grade (for everyone) is an 8.0/10.0.

In non-graded terms, we want to set a solid foundation for collaborating with many new, different teams throughout our careers, by learning and practising the core principles of collaboration- both in coding and all other matters.

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 submit meet?

Our main product should be the game (to be precise - quizzzz). Our main platform for strictly non-code matters would be google drive, especially in conjunction with google docs. For our code, we will be using the Gitlab repositories.

Our standards will be controlled in two ways - our pipeline will have to approve the code in order for it to be pushed successfully and/or merged, and for merge requests, we can set a lower bound of reviewers needed for it to pass, e.g 3 team members. We can also follow strict formatting and committing guidelines inspired by others like https://cbea.ms/git-commit/ to create a quality standard and make all parts of our Gitlab repository universally understandable.

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 submit it to Brightspace *on behalf of the project group?*

Set concrete deadlines for each task to each team member, and ensure work is appropriately distributed and deadlines are realistic. The secretary of the week will take care of the latter question.

We will also decide on what weight each task has (based on how much time each issue will take). This will allow us to divide tasks equally more easily. We will add the weights to the issues on GitLab.

Behaviour:

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 with respect and give everyone a chance to express themselves. We make a list of pros and cons and vote democratically based on that. If someone is late, they have to bring snacks for the next meeting.

To ensure equal communication among all team members, we can set a minimum of 2-3 suggestions to be given per team member per meeting. Also, we could implement a "turn-based" system, such that only one person can talk at a time, and we rotate around the group.

Everyone should be equally working on all aspects and technicalities of the game - for example: everyone should work on both the backend and the frontend.

Communication:

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

For now, we are communicating chiefly in-person with some Whatsapp involved, but in the future, if we need to communicate remotely, Discord will be the go-to choice.

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?

Every other group will evaluate each group, keeping previous standards in mind all of the time. We can measure the commitment of said team members by judging the quality and quantity of their notes and work.

Moreover, we decided that at least once a day we will check GitLab for merge requests.

Specifically, for the chairman, we expect an agenda to be prepared and visible to everyone for feedback and possible corrections every Sunday, so it can be iterated upon if necessary before the meeting on Tuesday.

As for the secretary, they should upload the minutes to GitLab by Thursday 11am (before our 2nd weekly meeting)

For code and contributions to be judged as "good quality", the code should be readable, commented, concise and scalable, all in order to not compromise the rest of the project, should the code need to be

depended on. Contributions or code that do not work will not be counted as contributions at all until they work, then the quality can be decided upon.

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

We have agreed to meet on a bi-weekly basis - Tuesdays and Thursdays. The chairman should prepare the agenda, each team member should see the agenda before the meeting, and bring any questions they may have relating to the code. Additionally, for making sure everyone understands the new code, there will be online meetings on Sunday as needed.

Decision-making:
How do you make decisions? By majority vote or by consensus?

We will discuss them dynamically and see if we can achieve a general consensus. If so, the decisions will be approved.

If no general consensus can be achieved, we can vote, and the majority of YES or NO will take place.

Dealing with conflicts:
How do you handle conflicts within the group?

We will listen to each other's point of view, try to reason about it and come to a consensus.
If not, we can do the same as decision-making, i.e take a majority vote.

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?

Somewhat detailed feedback on work that requires it, evidently only given that it has been uploaded with reasonable notice from our side.

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

We officially refer a person to the TA when someone gets 3 'warnings'. A warning is decided to be given at the end of each meeting by a vote (with the person being considered for a warning not being able to vote). A warning is given if a majority of the voters decides to vote for it, otherwise the warning is not given.

As a secondary way to decide the consequences, for serious offences and breaches of the code of conduct, the team can also vote (with the same system as above), to refer immediately the person under consideration to the TA, without taking into consideration the number of warnings they may have - this has the effect of a person not needing to have 3 warnings to be referred to the TA.

Success factors:
What makes your team a dream team?

We always try to come to the meetings with a positive mindset and everyone respects the opinions of others, (cookies are a bonus).