Group Contract

# General

This is a team project, not an I project. If in doubt, ask. No stupid ideas. Be honest with each other.

Project spelling/gramma is to be American based.

# Conflict Handling

Should issues arise professionally in the group, e.g. disagreements over a procedure, a majority win vote should decide it.

Should someone break the contract, a penalty jar is set up. The penalty will be 5 kr.  
A log shall be kept over penalties, in the GitHub folder. It will be a group decision, if a penalty is to be applied, by a majority win vote.

# Attendance and Meetings.

* You are expected to show up every day. If unable to attend, inform the group via the common text chat.
* If unable to attend, you are still expected to attempt to be in the daily scrum meeting via skype or another similar platform.
* We will use a Facebook group, and events to facilitate organization. If you cannot attend an event, please be honest about why not. Always respond to events ASAP. DO NOT RESPOND MAYBE.

# Developer Tools

* Organization of time, place, and specials meetings: Facebook + Events
* Organization of project files, code, and version control: Git /w GitHub
* Organization of tasks, project backlog ect: Meister Task

## How you are expected to use Git / GitHub

* Only change stuff in one method per commit.
* Expected to make decent comments.
* Sync whenever you are to leave your computer, and when you feel is necessary.

# Logging

* There should be an entry in the log every day, work is done.
* Is common responsibility to ensure the log is written.
* During meetings a secretary is assigned to write a summary of the meetings.

# Voting

* There are no weighted votes
* You cannot abstain

# Amending the contract

* To amend the contract, a 80% win vote needs to approve of the amendment.

# Resisted Team Members:

* Hedviga Arta Geriņa; hedv0149@edu.eal.dk;
* Matthew Peterson; matt2694@edu.eal.dk;
* Roxana Ion; roxa0188@edu.eal.dk;
* Surere Ali; sure0025@edu.eal.dk;
* Jonas Laursen (SCRUM Master); jona8690@edu.eal.dk;