**So Called "Future Computer Scientists" Initial Working Agreement - Milestone 3**

**Highest-priority items**

1. Committing and pushing more frequently to ensure code is not lost and commits

are not too big, and updating Trello tickets. This is not so much of an addition as

it is a reiteration of something very important in the working agreement. As the

code base gets bigger and the amount of commits increases, we need an easier way to track changes for organizational and easy debugging purposes.

2. Group testing at least once every week. The behavior of the app can be a lot

different with one person in the game then three or four.

**Changes from the initial agreement**

1. While the code pushing/committing/trello ticket updating is just a reiteration of

something agreed upon before, we will be adding weekly check-ins with people

to ensure their tickets are up to date and how they have been committing and

pushing lately.

2. Added a section on group testing. We are going to do group testing times during

the week to figure out earlier on those transient bugs that on don’t happen when

testing by yourself. Last milestone we waited a little late to knock those out.

**List remaining agreement items**

1. Procedures for communicating effectively within our team

2. Responsibility of each individual group member and their respective tickets

3. How questions amongst the group will be handled

4. See below

A healthy team is one that communicates often and helps one another when struggling. We all have our strengths and weaknesses, so it is up to ourselves to help one another when another is in need. However, it is no one else’s responsibility to complete somebody else's responsibilities, so ensure you have tried to solve the problem yourself before asking for help. A good procedure for getting help is to attempt the task for 30 minutes by yourself and ask for help if you’re stumped at that point. This will ease Slack spamming but will allow us to not stall because somebody is afraid to ask for help.

We will be scheduling meetings for Monday nights at 5:45PM and Thursday nights at 6:00PM. We have and will be meeting at Kingsbury each time. These meetings are determined weekly based on what time works for everyone. When we are in need of quick discussion, we use Slack or text one another if it is urgent.

Each member will do a git pull before committing to ensure they have the latest changes made to the repository. Before a member pushes, they will do a git pull as well to ensure there will be no git conflicts. The commit before the push will have the ticket number of the associated ticket on Trello. Each week Justin will check in to make sure people are updating their Trello tickets properly and keeping up with good consistent commits and pushes. Members will create a branch of the repository if they would like to experiment with the main repository without actually making any changes. Justin will make sure it is tagged properly for grading.

The coding conventions will be the following:

* Each file should start with a header comment explaining the purpose of the code in the file.
* Use tabs and not spaces.
* Your code should be properly and consistently indented
* Place curly braces on the same line as the function declaration/statement
* Use blank lines liberally to improve readability
* Test all library calls (e.g. what if an object is null) for failure
* Each function should have a header explaining its purpose. The header will be the following **/\* This function header should look like this \*/**
* Variables if commented should be like this **// Variable does this**
* Avoid long functions
* Modularize appropriately (hide symbols)
* Function bodies should be well-commented
* Variable names and function names should be camelCase.
* Class names should be UpperCamelCase

The individual coding a part of the program will be responsible for corresponding with the JUNIT tester (Greg) for that part of the program. We will however have Greg go through and verify each of the tests and translate confusing comments into understandable english. We are going to do group testing times during the week

to figure out earlier on those transient bugs that on don’t happen when testing by yourself.

Each member doesn’t necessarily have an amount of hours they need to spend on the assignment, they just need to complete the tickets on Trello that are assigned to them. We would like each milestone to be completed four days before the final due date, which gives us time to make any last minute changes. If the deadline is coming up and someone is struggling, whoever is the most ahead in their work will help out with their issue.

Questions about requirements will first be asked to the group, and if nobody can answer the question, the group will designate a person(s) to go talk to the instructor about the question. This person(s) will be based on who it is most convenient for time-wise and is the most confident with the question details.