

Group Project Contract

1. Meeting Times and Minimum Duration

The Group agrees to hold regular meetings as follows:

- Meeting at least once a week to discuss progress and challenges.
- Minimum Duration: 1 hour
- Location/Platform: Kelburn campus or discord
- Announcements and reminders will be posted on discord
- If we can't make a meeting communicate with team members discord and catch up accordingly.

2. Timeline

- Project Start Date: 09/09/2024
- Project Integration Lab 5: Week 10
- Project End Date: 10/10/2024

Week 1: Team Formation & Design

- Goals:
 - Formulate a team contract
 - Define roles and responsibilities.
 - Familiarize with project requirements and architecture.
 - Create detailed module designs for Domain, App, Renderer, Persistency, Recorder, and Fuzz.
 - Set up the project structure in GitLab.
- Due Dates:
 - Team Contract: End of Week 1.
 - Module Design Document: End of Week 1.

Week 2 & 3: Development Phase – Modules: Domain, App, Rendering, Persistency, Recorder & Fuzz

- **Goals:**
 - Implement the Domain, App and Renderer modules.
 - Start implementing the game logic and state management.
 - Implement the Persistency module to read level 1 files.
 - Implement the Recorder module for basic recording functionality.
 - Prepare for Integration Day demonstration.
- **Due Dates:**
 - Domain & App Module Skeleton: End of Week 2.
 - Renderer, Persistency, Recorder Module: Mid-Week 3.
 - Fuzz Module: End of Week 3.

Week 4: Integration, Testing, Quality Assurance & Final Submission

- **Goals:**
 - Integrate all modules and ensure they work cohesively.
 - Conduct comprehensive testing and debugging.
 - Finalize documentation (Javadoc comments and README.md).
 - Ensure the game runs smoothly
- **Due Dates:**
 - Integration of All Modules: Mid Week 4.
 - Final Testing Completion: End of Week 4.
 - Final Submission: End of Week 4.

Milestones Overview

- Team Formation and Planning: End of Week 1
- Module Design Completion: End of Week 1
- Domain, App, Renderer, Persistency, Recorder, and Fuzz Modules: End of Week 3
- Integration and Final Testing: Start of week 4
- Final Submission: End of Week 4

3. Assignment of Specific Tasks, Roles, and Responsibilities

The Group assigns the following roles and responsibilities:

Module	Team Member Name	Team Member Gitlab Account
Renderer	Krystal Ng	ngkrys
Domain	William Fermanis	fermanwill
Persistency	Lingjun Gui	guiling
App	Fletcher Bright	brightflet
Recorder	Angus Ng	nghau
Fuzz	Whole Team	

4. Notes

- Consider prioritizing essential features to ensure a working prototype for the Integration Day.
- Be flexible and ready to adjust tasks based on team progress and feedback.

5. Work Review Process

The Group will review work as follows:

- Regular meetings will include a review of each member's progress.
- Feedback will be provided during these meetings.
- Meeting notes - reviewer will compile feedback given and share it with the team.
- Task allocation with GitLab issues

6. Management of Commits and Merges

The Group agrees to the following management process:

- Utilize GitLab for issue tracking, code reviews, and project management.
- Version Control System: Git
- Branching Strategy: Each member will create a separate branch for their tasks and regularly push their changes.

Approval Process:

- Members must present their work at the next meeting.
- Approval and review from team members is required for merging into the main branch.






7. Communication Protocol

The Group agrees to the following communication practices:

- Primary Communication Tool: Discord
- Response Time: Team members agree to respond within a day to all communications.
- Conflict Resolution: Conflicts will be discussed in the next meeting or in discord

Signatures

By signing below, each member agrees to adhere to the terms outlined in this Contract.

Name: Krystal Ng  Date: 19/9/2024	Name: Fletcher Bright  Date: 22/9/2024
Name:  Date: 21/9/2024	Name: William Fermanis  Date: 22/09/24
Name: Angus Ng  Date: 21/9/2024	

