Code of Conduct

This document discusses the expectations and agreements that this team has made as regards the Software Engineering Methods Group Project.

Assignment Description

Our assignment is to implement a product following the Anni's Pizza Scenario, wherein we make a pizza ordering system that can be used by a chain of stores. This system will allow customers to make orders that will be picked up at a specified time, as well as canceling and editing orders. The system will also allow managers to overview the system. Further explanations of the assignment and our implementation can be found in the scenario description, and in the requirements document.

Planning and Communication

Our team communicates with our TA via, primarily, mattermost. Internally we agree to communicate through WhatsApp and Discord. Every Thursday we have meetings with the TA, however if we feel we need to further discuss the organization of our product on a group level we organize meetings external to the TA lab.

We have several ways of planning. Primarily we use Gitlab, which we will use to keep up to date on what we are working on, plan to work on, and have finished. We will also use it to track the requirements of the assignment, as well as the extra features we'd like to add.

To further track our Scrum sprints, we use the template allocated for this, and fill it out after each sprint, which we agree lasts a week.

Meetings

During meetings we have a designated chairman, Bogdan, and a designated notetaker, Javier. Before each meeting we plan an agenda and send it to our TA. This agenda determines broadly what will be discussed during the meeting. Any team members can add to the agenda, but it is primarily compiled by Anna.

Decision-making and Guidance

In making decisions we discuss as a group all the possibilities, and decide collectively what to do. In the case of a disagreement we do a majority vote. For questions that we cannot solve ourselves we ask our TA, either on mattermost or during the labs.