Code of Conduct
[Software Engineering]

The code of conduct is set to make sure everyone completes a fair amount of work, and everything is run smoothly. A set of rules is given and depending on whether they are broken there is a punishment.

1. Group roles

Arron Mann – Team member.

Moustafa Yonis – Team leader.

Abdiwahab Aden – Team member.

Mohammed Mahad – Team member.

Nuyem Chongbang - Scrum master.

2. Rules and Punishments

Rule 1: Attend every lesson. **Punishment:** Donate £4 to charity for each missed lesson

Rule 2: Attend every lesson on time. **Punishment**: Donate £2 to charity for each late arrival

Rule 3: Complete all assigned tasks. **Punishment:** Donate £4 to charity for each incomplete task

Rule 4: Complete all work in the required deadline. **Punishment:** Donate £3 to charity for each missed deadline

Rule 5: Be efficient with communication. **Punishment:** Donate £2 to charity for each instance of poor communication

Rule 6: Collaborate and contribute actively to team meetings. **Punishment:** Donate £5 to charity for failing to actively participate in team discussions

3. Professionalism

Employees are expected to conduct themselves in a professional manner at all times. This includes punctuality, reliability, and commitment to delivering high-quality work.

4. Respect and contribution

Each member of the group is expected to respect each other's opinions and decisions regarding the work. The whole project is dependent on contribution and new ideas that every member may have.

5. Integrity and ethics

Team members must act with integrity and uphold the highest ethical standards in all professional interactions.

This includes avoiding conflicts of interest and acting in the best interests of the team.

7. Confidentiality

Team members must maintain confidentiality regarding sensitive project information, client details, and internal team discussions. Sharing confidential information with external parties is strictly prohibited and may result in disciplinary action.

9. Signatures

I HEREBY DECLARE THAT I ABIDE BY THE CODE OF CONDUCT FOR THE SOFTWARE ENGINEERING PROJECT AND WILL ENSURE COMPLIANCE WITH ALL RULES AND PUNISHMENTS.

PRINT NAME 1: ARRON MANN.

PRINT NAME 2: ABDIWAHAB ADEN.

PRINT NAME 3: MOHAMMED MAHAD.

PRINT NAME 4: NUYEM CHONGBANG.

PRINT NAME 5: MOUSTAFA YOUNIS.