

Section 1: Team members data, preferences, and expectations


Name of team member	Roles			Grade expectations		Preferred times for...	
	Natural roles	Preferred tasks	Why (any special skill?)	Minimum grade	Expected grade	Extra meetings	Scrum Master
An Pan	Implementer	Back-end development (Java)	I build up some knowledge and skills about Java during the last 2 modules and I think I am good at implementing the ideas into Java code (If I know what to implement)	6	7	Anytime during the weekday that is not occupied by the normal study activities. And Sunday it is possible as well if necessary, Saturday not available.	Any week is fine
	Complete Finisher						
Daniël Lizarazo Fuentes	Complete finisher	Back-end and company interaction	Already have experience with HTML/(S)CSS/JS(frontend) and a little experience with backend using Ruby on Rails. Goal is to develop new skills.	6	7	Preferably during any weekdays before 8pm and not during weekends unless necessary.	No real preference
	Specialist						
Olaf Nankman	Implementer	Front-end development Algorithm implementation Problem solving (Java, JS)	Having (a lot of) experience with Java, JavaScript, (S)CSS, HTML5 Good at implementing complicated problems with simple solutions	6	7.5	During weekdays, any time is fine but preferably before 18:00/6pm. Not on weekends (my weekend schedule is one big mess).	I don't really care.
	Plant						
Mart Postma	Complete Finisher	Front-end development, Company interaction, Optimizing the report.	I have very little experience but would like to develop more knowledge of HTML/CSS/JS.	6.5	7	After the norma' educational activities, preferably till 11/12 PM. Meetings during the weekend are possible, but not preferred.	I don't really mind in which week I'm going to be the Scrum Master.
	Shaper						
	Implementer						

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Boris van der Kruk	Team worker	Design or anything with Java	I have some programming experience with Java and Python thanks to Module 2. Very basic HTML/CSS/JS knowledge.	5.5	7	Anytime except for mornings.	As long as I'm not the first scrum master it'll be fine.
	Complete finisher						
Lars Wijntjes	Implementer	Front-/Back-end development	I have worked with java before for the back-end, and with HTML/CSS/JS before for the front-end	5.5	7.5	Preferably during weekdays before 10 PM, but the weekend is also possible if necessary.	As long as I'm not the first scrum master it'll be fine.
	Specialist						

Section 2: Project Goals

The work team has agreed to work towards the following main objective

	<i>To plan, design, implement, test and deliver a web application for the company Nedap that include the features of a dashboard visualizing data sets and the possibility to apply conditions that will filter the data sets in the time of 11 weeks.</i>
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The main objective can also be understood as the following specific objectives:

Sub goal	S (Specific) What	M (Measurable) Up to	A (Attainable) How	R (Relevant) Why	T (Time Bound) When
1	To create a dashboard that satisfies the conditions given in the project proposal pdf.	Can be measured using the list of requirements in the pdf.	Splitting up work and working on a schedule.	The client has specifically requested these features.	Week 6
2	Be able to filter/sort the data provided to us based on the properties of items.	Whether a user can find the items and data they are looking for by using search queries.	Analyse requirements and devise the necessary features and construct those.	Browsing our dashboard would be easier and a more pleasant experience.	Week 10
3	Have good communication with Nedap, and our project Mentor, Supervisor and Client.	By meetings and feedback discussion during the project weeks with the previously stated persons.	By meetings during the and feedback discussion project weeks with the previously stated persons.	Having contact and interaction with Nedap is essential for delivering a product meeting the customers needs.	Week 3, 5, 7, 9, 10

Section 3: Behavioural rules

If the group encounters an internal problem that it cannot resolve in a negotiated manner, the group will go to this section to solve the problem through the following solution paths

Issue	Rule	After N times	Breaking the rule, the team member affected...
Not attending agreed-upon meetings	Attending the meetings, if the team member is not able to attend the meeting it should be notified at least 5 hours before the meeting.	1	The member will be asked for an explanation.
		2	An email with all the members in Cc will be sent to him and ask for explanation again, also he will be asked if he still intends to work with the rest of the group. Vote unanimously for the yellow card.
		3	An email will be sent to the supervisor to notify them of the issue, and look for solutions together. Any final decision of what to do will be decided by the full group and the supervisor.
Member does not do assigned tasks	Team members should finish their tasks according to the planning. If the team member is unable to finish his work within the time bounds, it should be discussed with the team as soon as possible to find a quicker solution.	1	The team-member will be asked why they were not able to finish their task, and why they didn't notify us sooner.
		2	Group approaches the team-member and has a discussion with said member about the importance of teamwork. Vote unanimously for the yellow card.
		3	Contact TA/teachers to notify them of the problem.
Member participates in academic fraud	Don't share code if you're not sure the receiving end won't commit plagiarism	1	Group talks with member(s) that might have committed fraud, making sure all possible assignments that might have been copied are replaced.
		2	Contact the AS teacher to change the member or undertake the necessary action. Vote unanimously for the yellow card.
		3	Vote unanimously for the red card.
Disagreement between two or more group members	Discuss your arguments with the whole group. Everyone is free to give an opinion and everyone should respect each other's opinion.	1	Ask members to let the team vote about the disagreement.
		2	Contact TA/teachers, telling them one of our members does not work well together with our team. Vote unanimously for the yellow card.
		3	Vote unanimously for the red card.


Section 4: Commitments

Each member of the team has expressed their agreement with this contract and each of their commitments and that is collected in the following table:

COMMITMENTS		Team members signal					
		AP	DLF	ON	MP	BK	LW
C1	As a team member, I promise to do my best to achieve the goal of the team and deliver things on time.	Yes	Yes	Yes	Yes	Yes	Yes
C2	As a team member, I promise to act responsibly with my work and maintain an updated Trello project board.	Yes	Yes	Yes	Yes	Yes	Yes
C3	As a team member, I am committed to being open to dialogue and constructive criticism.	Yes	Yes	Yes	Yes	Yes	Yes
C4	As a team member, I agree to act with integrity and not to commit fraud.	Yes	Yes	Yes	Yes	Yes	Yes
C5	As a team member, I am committed to acting as a team and helping my teammates whenever it is necessary.	Yes	Yes	Yes	Yes	Yes	Yes
C6	As a team member, I promise to be honest, sincere, and respectful with my teammates.	Yes	Yes	Yes	Yes	Yes	Yes
C7	As a team member, I am committed to focusing on the client's needs and wishes before my own.	Yes	Yes	Yes	Yes	Yes	Yes
C8	As a team member, I agree to always respect the role of the leader and the agreements in this contract.	Yes	Yes	Yes	Yes	Yes	Yes
C9	As a team member, I declare that I have read, understood and accepted all aspects of this contract.	Yes	Yes	Yes	Yes	Yes	Yes

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IN FAITH OF WHICH, the Scrum master declares that all the team members have read, agreed, and accepted all the conditions and commitments with the group written in this document that will be applied during module 4 Data & Information 2020/2021

	Supervisor			Scrum Master
				
NAME:		NAME:	Mart Postma	
DATE:		DATE:	22-04-2021	

Scrum Master	Week / Date
Mart Postma	Week 1 and 2, Week 3
Boris van der Kruk	Week 4, Week 5
Olaf Nankman	Week 6, Week 7
An Pan	Week 8, Week 9
Daniël Lizarazo Fuentes	Week 10
Lars Wijntjes	Week 11

