

Team Contract

Team Name: Builder

<p>GOALS: What are our team goals for this project? What do we want to accomplish? What skills do we want to develop or refine?</p>
<ul style="list-style-type: none">- Revamp/Build up competences in UML and programming.- Identify and understand some of the most common security attacks and learn how to prevent them.- Work collaboratively and submit well-written assignments to get good marks- Understand software security development practices and how to apply them in the real world.- Explore programming language and operating systems concepts- Explore different testing techniques to ensure software quality- Explore some common cryptographic libraries- Design and create efficient APIs (support CRUD as the first step)- Explore the concepts of modern system architectures with their strengths and weaknesses in terms of preventing security attacks.- Conduct functionality and unit testing
<p>EXPECTATIONS: What do we expect of one another in regard to attendance at meetings, participation, frequency of communication, the quality of work, etc.?</p>
<ul style="list-style-type: none">- As everyone in the team is at a different time zone, the main communication channel will be via WhatsApp.- The team is expected to sync up at least once a week. There are 2 forms of communication:<ul style="list-style-type: none">o Online call: schedule depends on each team member's availability.o Chat messages or emails to inform the other members about the progress/status- Team Members will participate actively in all meetings and will respect deadlines set.- Team members will be present for one another, providing advice and guidance for improvement.- Team Members are expected to give their best and to provide good quality work.
<p>POLICIES & PROCEDURES: What rules can we agree on to help us meet our goals and expectations, such as preparatory tasks, generating ideas, evaluating outcomes?</p>
<ul style="list-style-type: none">- Attendance and Participation: All Members will participate actively in Meetings, brainstorming sessions, and all activities. Members will be informed in case of absence, and work will be sent by email or WhatsApp.

<ul style="list-style-type: none"> - Team Conduct: respect, transparency, sharing, discussion, communication - Individuals' works are expected to be reviewed by the other members to evaluate if the outcomes have addressed all the assignment's requirements - Set up a collaborative development environment: Github, VS Code - Use Jira as a project management tool.
<p>ROLES: Which roles do we need in this project and how do we allocate them? Will there be a project lead? Is there a need to rotate roles?</p>
<ul style="list-style-type: none"> - The Team will use '(King Arthur) Round Table' philosophy in order to make collaboration easier, equal and fluid. - Team Members' roles will be flexible and will depend on one another's availability. - Neelam will act as team coordinator with tutor - Each Member will rotate roles to write Notes/Minutes of Meeting. - Feature-based: each member will take appropriate features and take care of everything from front to back. - Roles for designing the applications/assignments will be discussed as we go along
<p>CONSEQUENCES: How will we address non-performance regarding these goals, expectations, policies and procedures? How do we resolve disagreements?</p>
<ul style="list-style-type: none"> - Discussion is the first step to resolve disagreement. - If the team cannot end up with a mutual agreement, voting will be the option - Last resort: discuss in the presence of the tutor.

By signing this contract, we confirm that:

- We have participated in formulating these goals, expectations, roles, procedures, and consequences as stated in this contract.
- We agree to abide by the contents of this contract
- We agree that amendments can be brought to this contract upon agreement with all team members

Thien Liu – 13 Nov 2021

Team member name and date

Neelam Pirbhai-Jetha - 13 November 2021

Team member name and date

Lukman Abdinasir Mohamed – 13 November 2021

Team member name and date