Group contract Course 02132 – Computer Systems

Instructions: Fill up the *Questionnaire on group work* individually (one questionnaire per group member). Compare and discuss the results while filling up this contract. Use the questions in the OBJECTIVES, EXPECTATIONS, POLICIES & PROCEDURES, and EXPECTATIONS boxes as guidelines. Submit the contract in the Assignment facility on DTU-Learn.

Group members	Mikkel Arn Andersen s224187 Niclas Juul Schæffer s224744 Rasmus Wiuff s163977
Group number	22
Group name	Choose your own group name

OBJECTIVES

It is this team's goal to better understand and refine programming skills in C and for embedded systems. Furthermore, to better understand CPU architecture and lastly to make concise documentation of the project.

We aim for a solid 10.

EXPECTATIONS

The group will have a short weekly status on individual progress on Fridays (max one hour). The group can have extra meetings, should the urgency occur. Friday meetings will be mostly physical but online participation is valid.

Project tasks will be a combination of independent work and pair-programming.

Framework and concepts is agreed upon and then individual tasks are delegated.

The quality of the produced product will be better than required by the assignment.

POLICIES & PROCEDURES

Rasmus Wiuff will lead meeting activities, but coordination of tasks will be a joint effort. Github and Git will be used to host and manage the repository. Readme.md will contain a to do list and each task will be marked as "need-to-have" and "nice-to-have".

Design decisions is made through common discussion, and if not necessary, by individual initiative.

CONSEQUENCES

If the contract is broken, up to a certain severity, the problem will be openly addressed. Should a group member go AWOL, the teacher will be contacted.

We share and agree to these OBJECTIVES, EXPECTATIONS, POLICIES & PROCEDURES, and EXPECTATIONS.

Date	06/09/2023
Signature member 1	Míkkel Arn Andersen
Signature member 2	Níclas Juul Schæffer
Signature member 3	Rasmus Wiuff