Code of Conduct

Assignment description:

In your own words, describe what you need to do as a group in this course.

Learn how to collaborate together in a programming setting, so we are capable of finishing the designated project, which should prepare us for later programming projects. The product we wish to deliver is a game that will allow players to learn about energy consumption by doing quizzes on this topic. We wish for the game to be fast paced and have many other exciting features.

Target or ambition level:

What grade are you working for? What other targets do you have?

We wish for our game to stand out from the others. The way in which we are hoping to achieve these is through design, completeness of the game (including all the client's desired features) and adding new unique features. We are working to get roughly an 8.5.

Products:

What should you deliver at the end? On which platform do you share which documents (Discourse/Miro/MS Teams)? What standards must the work submitted meet?

Our goal is to deliver a functional quiz game on the topic of energy consumption. We'll be delivering the game on the GitLab repository. We aim for the GitLab repository to contain all the documents of the game and the agenda's of all the team meetings in order for the process of the development of the game tobe able to be easily assessed.

We aim for the game to follow industry standards as closely as possible. Also the goals we decided on as a team are to produce a game with a simplistic sleek design and to make a game with very good multiplayer capability.

Planning:

How do you ensure that each group finishes everything on time? Did you clarify who will have a final say in the final deliverable and submit it to Brightspace *on behalf of the project group?*

- **To ensure quality and timeliness, there will be regular meetings every week, one supervised by the TA and one independently scheduled. More may be scheduled if needed.**
- **We split based on one main factor, time, we aim for all team members to have invested around the same amount of time into the project. A secondary thing we take into account are the talents of each team member, however we do not make these a main factor as all**

- members must work on certain aspects of the project whether or not it is their preferred task.
- Personal deadlines will be set one day in advance of the official deadline. We wish to do our deadlines in these way, because we want to prevent not meeting official deadlines due to last minute problems

Behavior:

How do you treat each other in the group? How do you handle disagreements within your group? Could your guide or student assistant be involved in reaching consent? What do you do if someone is late during a group meeting?

- When a disagreement arises we'll try to find the reason for it.
- If it is based on decisions for the implementations of the game we'll make the decision through a majority vote.
- If it is based on the contribution of a team member in a project we'll asses whether the problem is valid and we'll suggest the team member whose involvement is not satisfactory to change their behavior so that they follow the Code of Conduct
- If the disagreement is based was caused on a different reason then we'll try to find a proper solution for the problem
- If there are still disagreements after we tried to solve the problem then unsatisfied team members are allowed to ask for the chairman for the next meeting with the TA to include time in the Agenda for solving the conflict. If solutioning of the problem is urgent then we'll contact the TA through Mattermost
- We hope that the TA will be able to assess the validity of the issues causing the conflict and we'll be able to suggest possible ways in which the team could solve the problem
- We should treat each other with respect.
- You shouldn't be late without a reason.
- You shouldn't alter someone's code without letting them know in advance
- Always responsibly check someone's code before approving it on GitLab

Communication:

In what ways do you communicate with each other as a group and among yourselves? (in the studio/MS Teams/Miro/Discourse)

We use Discord to communicate with each other and Mattermost to discuss with the teaching assistant.

Commitment:

How do you determine the quality of each group's work, so that each group delivers the same quality?

How do you measure the commitment of the chairs and minute takers?

- Each merge request is approved by 3 others (check if the code is meaningful etc.)

- The commitment of the chairperson will be evaluated based on them doing their tasks: making the agenda and holding the meeting.
- The commitment of the note takers will be measured based on the completeness of their notes.
- We are fine with each chair person having as many agenda pots as they find necessary as long as all topics are covered.
- Test coverage for each class above 60% or more
- Constant meetings and project reviews to find out what needs improvement
- Based on the tip/top evaluation after every meeting, we measure their commitment

Meetings:

How often will you meet as a group? What preparation is needed for the meetings?

- We will meet 2-3 times per week
- We add meetings to our program whenever a person makes a request for one and 3 other people approve that the meeting is necessary.
- We cancel a meeting if 3 people can no longer attend and we reschedule.
- We decide when and where the meeting takes place by going with the majority
- The chairperson should prepare an agenda before the meeting so everyone has an understanding of what will be discussed

Decision-making:

How do you make decisions? By majority vote or by consensus?

We expect everyone to comply after a decision has been made. If there are disagreements before making the final decision, we try to reach a consensus, but are ready to do a majority vote in case of major disagreement.

Dealing with conflicts:

How do you handle conflicts within the group?

We try to reach a consensus whenever possible, if not, we would do a majority vote or ask our teaching assistant for help in resolving the conflict.

Guidance:

What do you expect from the teacher's and/or student assistant's guidance? What do you want feedback on, on the content or on the collaboration?

We expect general help in the process, helping with our organization on deadlines and project work. Whenever applicable, we would also like to be able to ask for technical help and feedback on code quality and teamwork.

Consequences:

What are the consequences if a participant in the group does not keep the agreements?

We will have a talk with each other to understand the situation but if it repeats we will notify the teaching assistant to decide on the appropriate consequences.

Consequences:

- **Bring something sweet for the team to share**
- **Read again the Code of Conduct**
- **Reflect on the effects of not following the rules the team decided on**
- **Another team member will have to check for a week that the team member who did not follow the rules previously will not divert from the rules again.**
- **Receive a warning for the first the first offense that does not follow the code of conduct**

Succesfactors:

What makes your team a dream team?

- **The team is very collaborative and willing to work together on any issues that may come it**