

<b>Goals</b>	Learning objectives: Ensure all team members understand the objective. Continuous Improvement of the needed skill set e.g. coding skill, social skills Interpersonal relationship objectives: Meeting all team members with respect and create a relaxed but object focused atmosphere Functional objectives: Time and skill efficient split of tasks and working. Provide a user-friendly and functional web service of e-m-b-a as a final product.
<b>Meeting norms</b>	Team is meeting on Wednesdays (mandatory) for Sprint session. We meet on Fridays (optional) to have a follow-up of the assigned tasks. We also meet on Mondays for final review before the next sprint. Meeting timings will be decided over a slack poll shortly.
<b>Working norms</b>	Decision should be made unanimously. If a teammember has a problem with a decision, everybody should try to find a compromise. Criticism should always be formulated constructive and should always be meet with understanding. Of course when team members face trouble or bigger tasks, the team is expected to collaborate and support when members are having trouble or facing too much work.
<b>Coordination norms</b>	Scrum board leads the general meeting and the release manager goes through the developed part for that sprint. GitHub Kanban Board + PR's
<b>Communication norms</b>	Outside the lecture, team communicates using Slack channel and expected to respond within 24hrs, in case of urgent matters they can call. Maybe a soft deadline for addressing PR's. Personal Communication for urgent matters should always be possible
<b>Consideration norms</b>	Seperate communications are allowed if done in the presence of the team/ Scrum master. Disagreements between teams to be handled in presence of the Scrum master. Priority would be given to practices that have greater impact on the final outcome and the team will strive to achieve a compromise that fits all.
<b>Cont. improvement norms</b>	<ul style="list-style-type: none"> <li>• Team's progress is tracked by how efficiently the team is able to break down problems into tasks and how good is the team with story-points estimation, through velocity charts etc</li> <li>• Rate others' work: Good code practices. Proper test cases of the code engineers put in.</li> <li>• Yes in case of a disagreement during a review or implementation discussion.</li> </ul>
<b>Rewards</b>	Enjoy with a beer and pat-on-the back! Nominate the next RM.
<b>Sanctions</b>	For acceptable excuses, it is encouraged that team members notify beforehand any problems they are facing and other team members would pitch in to assist. Recurring lax in commitment is not warranted and the reasons have to be communicated across the board in this instance.
<b>General Norms</b>	Always be kind, Respect each other, Don't be shy to talk about problems. Help each other
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