

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>Goals</b>	
<b>Meeting norms</b>	<p>Team is meeting on Wednesdays (mandatory) for Sprint session.</p> <p>We meet on Fridays (optional) to have a follow-up of the assigned tasks.</p> <p>We also meet on Mondays for final review before the next sprint. Meeting timings will be decided over a slack poll shortly.</p>
<b>Working norms</b>	<p>Decisions should be made unanimously.</p> <p>If a teammember has a problem with a decision, everybody should try to find a compromise.</p> <p>Criticism should always be formulated constructive and should always be met with understanding.</p> <p>Of course when team members face trouble or bigger tasks, the team is expected to collaborate and support when members facing trouble or huge workloads.</p>
<b>Coordination norms</b>	<p>The current Scrum Master is responsible for a smooth process of the general meeting. He is expected to fill the role of the Moderator, to keep meetings on track and lead through the agenda and also the role of the Mediator, to resolve disagreements among the team. The Release Manager leads through the developed/technical part of sprint.</p> <p>GitHub Kanban Board + PR's</p>
<b>Communication norms</b>	<p>Apart from lecture/meetings, the team communicates via dedicated Slack channel. Slack should be checked regularly, response time should not exceed a day. In case of urgent matters the option to call is also acceptable.</p> <p>Maybe a soft deadline for addressing PR's.</p> <p>Personal Communication, especially topics regarding urgent matters, is always possible.</p>
<b>Consideration norms</b>	<p>Separate 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.</p>
<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>	<p>Enjoy with a beer and pat-on-the back! Nominate the next RM.</p>
<b>Sanctions</b>	<p>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 laxity in commitment is not warranted and the reasons have to be communicated across the board in this instance.</p>

**General Norms**

Always be kind, Respect each other, Don't be too shy to talk openly about problems. Racism and Sexism is intolerable. Render assistance if necessary.

**Signature**

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