

42 Squads

Because none of us is as bad ass as all of us

Summary: This document is the subject for the 42 Squads project.

		. . .		L _
	m	1 T <i>(</i>	en	$\Gamma \subseteq$
\sim	$\mathbf{U}\mathbf{L}$	$\mathbf{L}\mathbf{U}\mathbf{V}$		\mathbf{u}

T	Instructions	2
1	Ilisti uctions	

\mathbf{II}	Foreword	3

III Subject	4
-------------	---

IV	Sugestions		6

Chapter I

Instructions

- The group WILL be registered to defense. Automatically. If one of you cancels it, there won't be another one.
- Any question regarding the subject will probably complicate the subject.
- You have to follow the submission procedures for all your exercises.
- This subject could change up to an hour before submission.
- All members of the team must register to their assigned projects normally thru the intra Holy Graph.
- After the designed time of this project, all members of the team must submit their work individually into their own Vogsphere repository.
- You must therefore do the project with the designated team and show up at the defense slot you've assigned, with <u>all</u> of your teammates.
- Each member of your group must be fully aware of the works of the project. Should you choose to split the workload, make sure you all understand what everybody's done. During defense, you'll be asked questions, and the final grade will be based on the worst explainations.
- Gathering the group is your responsibility. You've got all the means to get in contact with your teammates: phone, email, carrier pigeon, spiritism, etc. So don't bother blurping up excuses. Life isn't always fair, that's just the way it is.
- However, if you've <u>really tried everything</u> one of your teammates remains unreachable: do the project anyway, and we'll try and see what we can do about it. Even if the group leader is missing, you still have access to the submission directory.
- It goes without saying, but your work must respect the Norm. Be thourough. And enjoy!

Chapter II

Foreword

Here are the primary causes for the Collapse of the Bronze age if you want to know:

- Natural Catastrophes (earthquakes)
- Climate Change (which caused drought and famine)
- Internal Rebellions (class wars)
- Invasions (primarily by the Sea Peoples)
- Disruption of Trade Relations/Systems Collapse (political instability)

Chapter III

Subject

- The team must choose and elect one of its members to act as the team leader.
- Until the second day after the start of the project the team must submit:
 - A file named leader at the root of the repository containing only the intra id of the chosen leader.
 - A file named routine.md at the root of the repository containing the intended work routine that the team will follow.
- Each day the team must upload to the repo the following:
 - A log containing what the team have produced on the day and how they've managed to achieve that (Comunication channels used, webpage and references...).
 - The code for the project assigned that the Squad managed to produce in the day.
- The logs must be placed into a directory named logs in the root of the repository.
- The code for the project assigned to the team must be placed in a directory with the name of the assigned project, all in lowercase on the root of the repository.
- The logs for each day must be placed in a directory named with the date of the corresponding day following the pattern dd-MM-YYYY inside the logs directory.
- The main log file must be create as a Markdown .md file.
- In the daily log folder the team can include as many files as wanted and only the main log file must be a Markdown file.
- The repository structure will be as the following:

Because none of us is as bad ass as all of us

42 Squads

Chapter IV

Sugestions

- Rhythm: Establish a frequency for work sessions at the beginning. Give preference to create a daily rhythm, or every 2 days at the most.
- Meeting structure: meetings become more productive when they have a clear structure and objectives. In the final, everyone is more relaxed when they know what to do!
- Create space to connect as people: before you are a team member you are people! In other words, create space for a personal connection, and from there, express how you are feeling or ask for help ... exercise the vulnerability that can make your group stronger! How to do this? A practical way is to create a "check-in" at the beginning of the sessions, where each member has 1-2 minutes to say how they are feeling at that moment.
- Leader's role: in addition to his individual responsibility in building the project, the leader has the functions of (a) taking care of the pace of execution and delivery; (b) taking care of the team's environment. Therefore, if there is any barrier to the proper functioning of these elements, the leader must anticipate and guide the group to resolve the issue. He should also seek out individual members of the group to offer support and understand issues that may be affecting his contribution.
- Track progress vs. deadlines: It is the role of the entire team to track your progress vs. deadlines, and make sure adjustments are made, if necessary, to deliver what they have committed to.