

## CSC106

### Group Norms and Team Contract

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The objective of this activity is for your group to decide upon group norms and craft a team contract. Your entire group should come to a consensus about these items.

Submit the link to this document as part of your quiz for today. Also share the link with everyone in your group.

Note that part of your final project grade will be the effort you put into your project.

Decisions (How will they be made? Majority, consensus, other?)

Talk through possibilities and figure out which one makes the most sense. Make compromises when possible.

Attendance (What are your expectations for the frequency and type of attendance for work outside of class/lab time?; What are legitimate reasons for missing? What do missing members have to do to make up for missed meetings)

Show up unless you're sick or something like that.

Assignments (How will assignments be made? How will the group deal with members who do not complete (or poorly complete assignments?)

Talk through work and if we have something to bring up we can.

Participation (How will you communicate and share information; How will you ensure full participation of everyone? How will you honor member strengths and interests)?

Snapchat and possibly discord. Talk about what parts we feel comfortable with.

Meeting Times and Locations/Mediums (How will you decide on locations and times that suit all members)?

Talk through possible meet times and talk through locations. Most likely work online.

Agenda and SCRUM Meeting Notes (Who will take them and in what format will they be shared?)

Share a Scrum through Excel.

Promptness (What do you expect and how will you handle lateness?)

Just get there on time, do the work and get out.

Conversational Courtesies (How will the team encourage and reinforce active listening, sharing of the airtime, tangents, respectful dialogue, etc )

Just understand regular conversations and if you feel like you're doing a lot ask for help and if you're not doing enough then again bring it up.

Enforcement/ Feedback (How will the team enforce its own rules? How do individuals prefer to give and receive feedback?)

Final grade will reflect all of the rules. Commenting on code.

You may add additional norms here.