Team 5 Rules

Prepared for:

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SE 3354.004

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Team Rules:

1. Team meetings
   1. Tardiness
      1. Must be able to attend scheduled meetings,
      2. Must send a message 10 minutes before meeting if you can not attend
   2. Late work
      1. All assignments are **due, internally to the group, 24 hours before submission deadline**
      2. You must notify everyone if the group, 24 hours before the group deadline, for a total of **48 hours before the class deadline**, if you can not finish.
2. Work Quality
   1. Design Pattern
      1. Each work you produce, must fit into the Model View Controller pattern
         1. Diagrams
         2. Java Classes
         3. Databases
         4. Graphic User Interrace
      2. Do your own research if you are unclear on this
   2. Standard Software’s
      1. Use the development tools that are included in the Notes folder on GitHub
         1. This will eliminate the need for re-work
3. Additional expectations
   1. Communication
      1. Contact between team members is expected at least once a week
         1. After class, 5 minutes
         2. If not able to attend contact other group members (by phone, text, or GroupMe)
      2. One formal SCRUM meeting is expected at least once a week
         1. Let’s team know how you are doing, and if you need help
         2. These will be 30 minutes at the most
4. Internal conflicts
   1. Be very direct about the issue at hand
   2. Bring the solution to team meeting, along with the problem that is noticed
   3. Contact all group members with an explanation of the issue
   4. As a group, meet with Dr. Shiyi Wei, if we can not resolve as a team.
5. Platform
6. GitHub
7. Use standard Software’s described in the repository

ACKNOWLEGED AND AGREED:

Date:

Brain Bell

Date:

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Date:

Alex Lundin

Date:

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