Team Awesome 1

Team Awesome

Software Engineering with Java 410

Lonnie “The Ninja” Bowe

Team Policies and Expectations

1. Team shall be named “The Awesome 0011”.
2. Team will meet every Friday at 12:00 PM; meeting time will be used for either extreme(pair) programming, individual coding sessions, prior code merging and/or bad mouthing the other teams.
3. Team will have a coordinator which will define tasks for other team members, communicate with grandmaster Bowe, and/or write documentation/testing for ongoing project. Coordinator should be chosen on a weekly / rotating basis. Coordinator should be aware of every line of code that the project contains and will be responsible for keeping team updated on current weekly assignments (apart from the overall project). Because of the rotating basis of the coordinator, each team member will end up knowing every line of code in our project as well as will be responsible for all documentation and testing. We’re all in this together.
4. Coding assignments will be given on Friday based on team’s agreement.
5. All features/code will be agreed upon by all team members, if even one of the team members won’t agree to a feature/code then the code won’t be implemented. If the voting comes to a standstill then grandmaster Bowe will be informed and will have the final decision.

Team Awesome 2

Wajih’s expectations from other team members:

1. Lorem
2. Ipsum

Jaay’s Expectations from other team members:

1. 40 minutes a day minimum coding and/or learning from each team member.
2. Awesomeness.

Ioan’s Expectations from other team members:

1. No slacking
2. No lone rangers