Team Working Agreement

Means of Communication

- · Respond to Stack messages within 24 hours
- Keep communications professional
- . Be respectful and honest with each other
- Active listening

Meetings

- · Meetings will be scheduled to accommodate as many members aspossible according to their availabilities
- . There will be a once weekly, team iteration meeting
- . There will also be a once weekly meeting with the team mentor

General Team Member Responsibilities

- . Cooperate with team members and be willing to help each other
- Team members should try to attend and participate in all meetings
- . Openly communicate with other teammates
- . Give constructive feedback, but do not attack team membersor rip apart their code
- . Everyone should have exposure to and be involved in every part of the project

Responsibilities for Certain Roles

Note: roles are meant to outline the primary responsibilities of each member, but every member, regardless of role, will still be involved in every part of the project

- Project Managers
 - Responsible for organizing the project's goals and managing GitHub issues
 - Must create issues and assign issues to every team member
 - Maintain the GitHub repository and handle merging of issue branches
- UVUX Design and Frontend Developers
 - The lead designers behind the UVLK interface for the project
 - Has an emphasis on working with frontend and user-facing technology
- Backend Developers
 - Create the backend structure and logic for all the functionality required in the web application
- Full Stack Developers
 - Work with both the frontend and backend parts of the software
 - Bridges the gap between the backend and frontend parts of the project

Conflict Resolution

- Support teammates through conflicts
- Have fair judgement when resolving conficts between members
- Be willing to compromise if necessary

Full Name: Grant Duntugan

Signature: Drant S