CSC106

Group Norms and Team Contract

Group Member Names: Ethan Laramee and Abel Frias Valenzuela

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 before you do
- Check over the new work that was completed

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)

- Make partner aware of missing class or meeting
- Tell partner at least 2 hours ahead of time of any change in plans

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

- Plan due dates using the SCRUM google sheet
- Sharing code in github
- Report completed work in snapchat

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

- Share code
- Explanations of the code if needed and use of comments in the code
- Members can claim assignments/parts if they want to do a certain task

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

- Can work in person on Mondays
- Can work online (through zoom or meets)

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

- We make them at the same time
- Shared through google sheets

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

- Have partner report if they will be finishing an part late
- If they began, but did not finish work, offer help and a small extension before noting for loss of effort grade.

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

- COMMMUNICATION
- Accountable talk
- Bounce Ideas off of eachother when designing the game
- Brainstorming together before making final code

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

- Enforce rules by COMMMUNICATION (let them know of any problems)
- Receive feedback through Snapchat and comments in code

You may add additional norms here.