**Team D Team Contract**

**Turn in requirements:**

All assignments that are given will be completed on time, if an assignment cannot be completed then the team member must contact the team lead (Corey Phillips) the day that it becomes apparent that there will be issues.

**Participation:**

All members are expected to participate fully in the project. This includes being active within the team discussions and having a presence on Skype in order to facilitate communication. Lack of participation will result in a warning from the team lead that the person needs to pull more weight. If the problem persists then the professor will be notified.

**Hardware Requirements:**

Since we are developing an engine team members will have to have access to at least the following:

* PC
* Graphics Card
* Speakers or Headset

**Software Requirements:**

The following software is mandatory for participation within the group:

* Windows operating system (Vista or above)
* Visual Studios 2010
* Direct X SDK (August 2010) (may change)
* Microsoft Project
* Visio 2010

Corey Phillips 9/8/2013