

# CS 361: Team Formation (50pts)

Replace all the **highlighted** placeholder text, below. Your team may change the style of this template, but please provide all the responses requested and keep the same sections / order.

**Usability note:** If you double-tap/click the placeholder text, that text should become selected so that you can easily type over it.

## Team Information

What is your **team number**? (e.g., Team 03)

Team 10

What is your **team name**? (e.g., Super Team )

Trojans

Who are the **members of the team**?

Hongyiul Suh

Hojun Shin

Kwanghyuk Kim

Allen Chan

Karina Munoz

Jaegeun Oh

Tae Soo Kim

**When** will your team **meet each week**? (e.g., Fridays @ 6pm)

Tuesdays @ 10pm

**How will your team meet** each week? (e.g., Slack, Skype, Zoom, etc.)

Discord, Zoom

# Team Roles Schedule

During each sprint, who will be the Scrum Master? Who will be the Product Owner? How will developers be paired? **Notes:**

- **Each team member should get a chance to be either Scrum Master or Product Owner** at least once.
- The Scrum Master is not required to take part in development/implementation during the sprint they're leading.
- Scrum Masters will be responsible for scheduling meetings, turning in team assignments, making sure the team follows Scrum, and all that's listed here: <https://www.scrumguides.org/scrum-guide.html#team-sm>
- The maximum number of times someone can be Scrum Master is 2 times.
- During each sprint, the Scrum Master and the Product Owner should be two different people.

Sprint	Scrum Master	Product Owner
1 (Weeks 03+04)	Hongyiel Suh	Kwanghyuk Kim
2 (Weeks 05+06)	Allen Chan	Hojun Shin
3 (Weeks 07+08)	Taesoo Kim	Jaegeun Oh
4 (Weeks 09+10)	Karina Munoz	Allen Chan

## Team Ground Rules

After finishing the “**Communication Plan**” reading, establish team ground rules. Everyone **must unanimously agree** to the rule, otherwise don't include it. Create **3 to 5 rules for each category**. Your team may also define additional categories.

<b>Team Commitment to The Project and Productivity</b> (e.g., Why is this project important to your team? What are you hoping, as a team, to get out of it? What happens if someone isn't doing their work, or is doing more work than others?)
<i>Complete their work on time</i>

<i>Everyone contributes to project</i>
<i>Make due date for their work</i>
<b>Team Commitment to Respecting Everyone's Time</b> (e.g., Is it ok for people to be late to meetings? What are the team expectations about responsiveness to emails / Slack messages / etc.?)
<i>Show up to meetings on time</i>
<i>Respond to messages in a reasonable time</i>
<i>Respect everyone's speaking time</i>
<b>Team Commitment to Respecting Everyone's Individual Differences</b> (e.g., Everyone is different, how will your team harness that diversity to make the team excellent? What should be done if someone feels disrespected or unheard?)
<i>Respect each other's ideas</i>
<i>Include everyone and make sure nobody is left behind</i>
<i>Encourage participation</i>
<b>Team Commitment to These Ground Rules</b> (e.g., Why are these ground rules important to your team? What happens if someone isn't following the ground rules?)
<i>Improves productivity</i>
<i>All team members should follow the ground rules for good result</i>
<i>When someone doesn't follow the rules, it will bring bad results to the team</i>
<b>Signatures</b> To indicate intention to honor these ground rules, each team member must type their name or initials below, or insert a signature image.
<i>Allen Chan</i>
<i>Kwanghyuk Kim</i>
<i>Hongyiul Suh</i>
<i>Jaegeun Oh</i>
<i>Karina Munoz</i>
<i>Taesoo Kim</i>
<i>Hojun Shin</i>

# Project Information

Your team will be asked to provide more details about your forthcoming experiential learning activities. For now, please keep in mind that you will be asked to provide some basic information for each iteration activities.

## Notes about Sprint Planning meeting:

- The Sprint Planning meeting **must be attended by the whole team**.
- Your team's customer will attend the first half of the meeting and provide information about their requirements.
- The meeting should be about **60 minutes** long.

<b>Name of project:</b>	<i>The Caliper project</i>
<b>Project description (can be copy-pasted from project selection page in Canvas):</b>	Designing and developing an interactive application that trains users on precise measurement
<b>Name of task:</b>	Caliper.
<b>Task description (can be copy-pasted from project selection page in Canvas):</b>	The user will be guided through a learning scenario that will teach them how to use the key features of the caliper
<b>Name of customer (e.g., TA's Name ):</b>	Eric Prather
<b>When during Week 2 will you meet with your customer? (e.g., 4/8 @ 2pm PST):</b>	<i>10/27 @ 3pm PST</i>