

Team Agreement(Updated)

INFO 442 C: Cooperative Software Development

Group 3– AA EJ

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General Guidelines

- Communication is key! Keep group updated on your progress
- Decisions should be made unanimously
- Respect other team members and ideas
- If you need help, ASK ASAP!
- Complete work in timely manner

Defining Roles

Names & Preferred Roles (Marketer, Product Manager, Designer, Software Engineer)

- Afomeya → 1) Product Manager, 2) Marketer, 3) Designer
- Elroe → 1) Software engineer, 2) Product Manager, 3) Designer, Marketer
- Joe → 1) **SWE**, 2) PM, 3) Designer
- Anika → 1) Designer 2) Product Manager 3) Marketer

Check-Ins

Weekly in person or on Zoom, and asynchronously over text.

Communicate

Communication will mainly be in team iMessage group chat and in person during lecture.

Remediating Conflict

We recognize that conflict can occur. First, express this conflict to group members and then if needed involve the professor and teaching team.