

Team Working Agreement
Term: Fall 2022
Creation: 10/22/2022

Group Identification

- Group #31
- Instructor: Thomas Powell
- Team Name: Group #31

Team member info:

(Name, Email, Phone)

- Ricardo Aguilar	r3aguila@ucsd.edu	805-698-4720
- Harrison Kung	hkung@ucsd.edu	858-609-9582
- Adam Alemi	Naseralemi12@gmail.com	916-692-4242
- Chris Chen	chc033@ucsd.edu	858-333-0145
- Christian Velasquez	cjvelasq@ucsd.edu	323-926-6928
- Holden Aldemec	hadamec@ucsd.edu	669-300-2143
- Jacwa Lei	jalei@ucsd.edu	626-417-8017
- Kenny Fong	kefong@ucsd.edu	626-747-3880
- Thomas Rexin	tjrexin@ucsd.edu	916-337-9347
- Meihui Liu	mel013@ucsd.edu	858-305-0285

Primary Means of Communication and Expectations

Team members will be required to communicate via slack, text messaging will be used for emergencies.

Scheduled Meetings

Team will agree, at the end of each class, to set any meetings times and agenda needed before the next class and beyond if possible. Team members will take turns to send out a reminder of the meeting with an agenda.

General Responsibilities for All Team Members

1. Make sure to communicate if you can't meet a specific meeting.
2. Consult with members before merging branches.
3. Make sure to leave good detailed comments in code.
4. Make sure to meet deadlines, if you're not able to meet a requirement message slack and notify team members with time.
5. Share any resourceful links using github wiki.

This element of the team working agreement is the list of rules/agreements or the contract that all members agrees to live by.

Conflict Resolution

1. Schedule a meeting with the individual at conflict and find the source of the issue they are facing, and find a solution.
2. If the individual is not responsive, bring the issue to TA or Professor.

Expectations of Faculty and TA's

If a team member fails to live up to this agreement, the situation may be reported to the staff, but the team will still be responsible for submitting a completed assignment. Staff will be available to meet with teams to resolve issues.

Signature:

