

Team Name: Team 15 (we can think of an actual name later)

Team Contract

Members

Charley Fai - 100698666 - email: linglamfai@gmail.com, discord, Phone: (289)-939-3456
Joshua Pardinias – 100707699 – phone: 647-218-5591, discord (preferred): jspardinias#1774
Jacob Wilkinson – 100702721 – jacob.wilkinson@uoit.net, discord, Jacob Wilkinson#9691
Hunter Chu – 100701653 – Email: hunt3rchu@gmail.com, Discord: LightningGrey#7638 (preferred) - phone: 647-531-9905
Christopher Leung- 100705285-email: chrisfleung@hotmail.com, phone# : 647-624-2050

Workshop Goals

By the end of the year, students will have a completed game to add to their portfolio or take to market. They will also have developed the skills needed to take a game from design to release with a team of developers.

Team Expectations

We understand that throughout the Game Development Workshop, all team members are designated as Developers. By the end of the Fall Term, we will have a functioning game prototype integrating concepts from our required concepts, as dictated by individual course instructors and the GDW staff.

All team members must be able to communicate decisions, techniques, and processes related to all aspects of the development process for our game. Below, we have outlined specific expectations for all team members to adhere to, as well as the consequences for failing to meet each expectation:

Meeting times

Our group meetings will be on Tuesdays - 3:30 and 4:50 in the Simcoe res study room.

Other Requirements (add additional as needed)

Details of Expectations

An expectation that is to be met, it that all team members are to attend group meetings during the time stated above.

- If team members can not make it to one of our meetings, they are to inform the members of the group at least 2 hours prior to the scheduled meeting time.
 - If the team member fails to inform the team of this, they are to catch up to their assigned work and the next task by the next meeting.
- When a team member misses 2 meetings without letting the team know, we will as a Team, meet up with the GDW instructor and discuss what should be done next.

Everyone is expected to do their part of the project

- If a team member does not understand how to complete their assigned task, they are to tell the the other group members within 2 days after a meeting, in order to get help from other team members, upper game dev students or the TA.

Recourse for failing to meet expectations

Consequence for first offence

- If you fail to meet expectations without a reasonable excuse you will have to complete the expectation as soon as possible.

Consequence for second offence

- If you fail to meet an expectation for a second time, the team will meet as a group to discuss next steps.

Consequence for three or more offences

- If you fail to meet an expectation three or more times, we as a team will meet as a group and contact the GDW instructor for next steps.

Consequences and Corrective Actions

In the event that Team Requirements are not met, some of the repercussions may include having a team member 'flagged' as unproductive. Any member who is flagged will receive a grade of 0 (zero) on all following review sessions until the flag is removed.

Note that GDW is a core component of each of your individual courses, and as such being flagged and missing review grades could have serious academic consequences.

Should a team member break one of the above expectations to the point where they should be flagged (outlined in your expectations), please see your GDW instructor with evidence of the issue (including which part of the contract has been broken and any corrective steps taken prior to flagging), and the member will be flagged and the conditions to remove the flag will be recorded. At that point it is up to the flagged member to meet those conditions and provide evidence to have their flag removed.

Flagged members will be notified of their status and removal conditions by the instructor.

Team Continuity & Intellectual Property

Studios will be able to continue projects from the previous semester; the existing code, assets, and related material are "Intellectual Property" (IP). The IP is divided evenly among all team members as of the end of the Fall 2017 semester.

To continue with an IP, any new team must own at least 51% of the existing property.

Students are able to waive their ownership should they not want to continue with their existing team, the IP is then distributed evenly among the rest of the members. If no company continues with an Intellectual Property, that property can be used by any of the students who own it. Any content used in this way must be properly cited and not violate any plagiarism rules (for any classes). Should a decision be in question, it is recommended the students raise it with GDW Coordinator as to avoid any potential plagiarism cases.

Amendments

Should the team determine an aspect of the contract is no longer relevant or wish to add a new section, they will be permitted to amend the contract. This must be formally written, signed by all members, and then attached to the original contract. Please include a description of the amendment, the affected clauses, and the date it takes effect.

Agreement

We, the team of <Team 15> have come up with these expectations together and agree to adhere to them throughout the academic term. We understand our own rules and the consequences for breaking them. We also agree that we have read and understood the material in the course syllabus

Signed,

Name: Charley Fai Signature: Charley Fai Date: Thursday Oct. 4th 2018

Name: Joshua Pardinas Signature: J Pardinas Date: Thursday Oct. 4th 2018

Name: Jacob Wilkinson Signature: Jwilkinson Date: Thursday Oct. 4th 2018

Name: Hunter Chu Signature: Hunter Chu Date: Thursday Oct. 4th 2018

Name: Christopher Leung Signature: Christopher Leung Date: Thursday Oct. 4th 2018