Team Agreements

- ***Goal*** :
  To create an immersive gaming experience which incorporates many physical inputs used to interact with a themed video game.

- ***Decision Making*** :
  To ensure decisions are appropriate and realistic, prototyping and asking for outside feedback will be essential. My personal ideas and executions will aim to be realistic and beneficial, but referring to the preferences of potential users will be more valuable in creating a flushed out project. Based on these points of feedback, I will make final decisions on executing certain efforts.

- ***Collaboration tools:***
  Documentation, code, assets and other files will all be stored locally on my computer and backed up to the github repository frequently. This will keep all elements organized and easy to access.

- ***Meetings per week***:
  Due to the solo nature of my project, there will be no need for team meetings. I will instead define specific tasks and work times to ensure progress is consistent and forwards as weeks pass. I will meet with instructors at least once every two weeks to check in and get feedback on the current progress of the project.

- ***Participation expectations:***
  To stay on track, I aim to work on this project for at least 5-10 hours per week. This gives a flexible range that can change according to outside factors, but also encourages me to frequently return to the project to stay familiar with its content.