# Team Charter

- **Online Meeting Date:**
  - Friday, Feb 22 9:30 – 10:30 AM
    - Clarify definition of "Team Charter"
- **Vision:** We aspire to engineer professional quality software and provide the best possible experience for the client.
- **Expectations:**
  - The project will be locked down at a logical and presentable stopping point at least 24 hours prior to presentation (preferably closer to 48 hours).
  - Group members should spend no more than an hour on a specific problem before asking for help.
  - Keep regular contact with group and provide updates on progress made.
  - Merge conflicts to be resolved by individuals specifically involved.
- **Photo:**
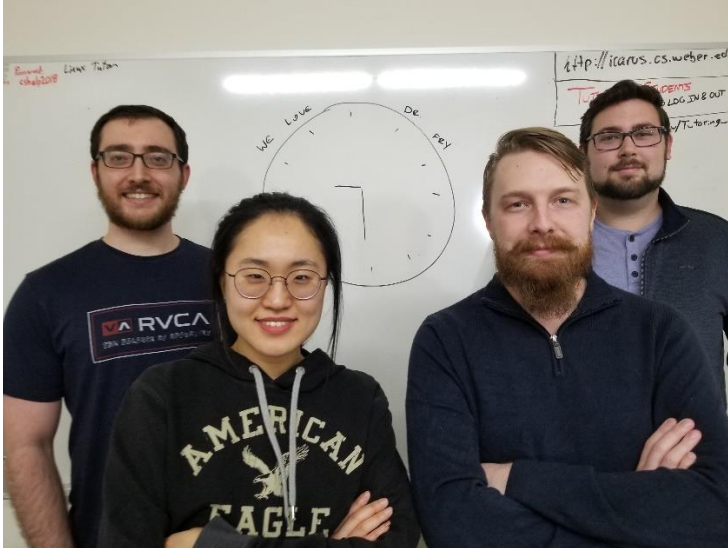


- **Team Name:** The 9:30 Group
- **Motto:** We work around the clock
- **Logo:**



- **Contact Info:**
  - Primary method of communication:
    - Slack (in place of phone)
  - Emails:
    - goeunkwak@mail.weber.edu
    - trevorpedersen@mail.weber.edu

- jessbrunker@mail.weber.edu
- seanbigler@mail.weber.edu
- **Meeting Times/Guidelines:**
  - Standup meetings (15 min):
    - Saturday evening
    - Tuesday evening
  - Team meetings:
    - During class time once a week
- **Roles:**
  - Scrum Master: Sean Bigler
  - Communications/Consulting: Jess Brunker
  - Git Manager: Trevor Pedersen
  - UI Leader: Goeun Kwak
- **Conflict Resolution:**
  - Group members will be honest about the progress they're making and the problems they're having.
  - Group members will render non-judgmental help to others for the good of the project as a whole.
  - If a group member is not performing, they understand that they will receive fewer points on the peer review.
  - If conflict escalates beyond reason, the professor may need to be involved.