Team Leader: Dan Newby

Conflict Resolution:

1. Member drop-out: Redistribute work
2. Disagreement on code: vote (Team leader break deadlock)
3. Responsibility: Based on experience or willingness. (Team leader assisted – by die)

Peer Assessment (1-10 for each category; agreed by entire group):

1. Communication (keeping the rest of the team informed on progress, bugs, availability
2. Quality of work (#of bugs, coding conventions, etc.)
3. Attendance
4. Innovation
5. Effort