**Wrackful Code of Conduct**

***Git***

* All changes that are made to the mod or any of the surrounding documents must be committed on a regular basis.
* At the end of any session of work, all changes must be committed and pushed to the git repository https://github.com/Voxtric/Skyrim-Mod.
* No merge with the master branch should be made unless it has been approved by all members of the team and will not break the mod in its current state; the master branch should always be a valid Skyrim mod.

***Work***

* When work is set for a team member, it will be recorded in the minutes of the following meeting.
* All work must be completed within the time scale that is set out for unless there is adequate reason for it not to be. In these cases, the extension will be recorded in the minutes of the following meeting.
* Everything regarding the mod is up for discussion at any point, however the further past a point in development any one feature is, the less willing to change it any one team member should be.
* Attendance of each of the seminars must be made at 11:00 and attended until the end at 13:00. Attendance can however be excused with prior notice, however the absence will be recorded in the minutes.
* All team members are asked to try and make as much time for working on the mod as possible following the end of the 11:00-13:00 seminars if possible, however this is not mandatory.
* At the end of the project, all team members will be required to review every other team member and provide them with said review so that they may include it in their project reflection.

***Breach of Code of Conduct***

* Failure to adhere to all the rules outline above will result in its notation in the minutes of the following meeting.
* The offending party will be required to provide an adequate excuse for the breach of the rules at the earliest possible time.
* Repeat offenders will be barred from working on aspects of the project that they have performed to the detriment to, and will be noted in the reflections of other team members at the end of the project.