CSC106

Group Norms and Team Contract

Group Member Names:Samuel Perez and Aidan DelSignore

The objective of this activity is for your group to decide upon group norms and craft a team contract. Your entire group should come to a consensus about these items.

Submit the link to this document as part of your quiz for today. Also share the link with everyone in your group.

Note that part of your final project grade will be the effort you put into your project.

Decisions (How will they be made? Majority, consensus, other?)

We will just add when we feel there is something to contribute and speak over it with one another to see how we feel about the changes. This project is going to be an opportunity to use the creative coding skills we learned, and apply them full force. We have full freedom to express ourselves, so long as the code works.

Attendance (What are your expectations for the frequency and type of attendance for work outside of class/lab time?; What are legitimate reasons for missing? What do missing members have to do to make up for missed meetings)

Whenever you have time to work on it, feel free to work and commit changes. There is no mandatory attendance. This is not school or class. As an adult, you have to make time for your priorities, and this is a final grade for a class, meaning this is one of the biggest priorities that need to be completed. Just get some work in to help hit the finish line.

Assignments (How will assignments be made? How will the group deal with members who do not complete (or poorly complete assignments?)

Again, there really is no concept of assignments. Just mark the changes you have made to code and talk with the team. This project is room for lots of freedom. Of course there will be main ideas that will need to be finished in order to have basic things done for the game such as scenery and controls, but those

concepts can be covered when the time comes and we can make time to meet and discuss it over when needed.

Participation (How will you communicate and share information; How will you ensure full participation of everyone? How will you honor member strengths and interests)?

Communication can be through phone, email, and or in person. We have all the necessary means of communication to have a very fluent point of contact. This should be no issue whatsoever on either end of the team.

Meeting Times and Locations/Mediums (How will you decide on locations and times that suit all members)?

Since one of us lives on campus and one commutes, we will decide when and where we meet based on the commuters schedule. We will make meetings via text message and meet either at a dorm hall, engineering building, or even the library to work on the project in person. When in person is not an option, we will decide on virtual meetings.

Agenda and SCRUM Meeting Notes (Who will take them and in what format will they be shared?)

We will use the SCRUM document as if it were a blueprint document. They will be shared through excel and worked on by both of us. This way when we have ideas, both of us can put ideas into the document so we can both equally share the document and ideas with equal say.

Promptness (What do you expect and how will you handle lateness?)

We expect both partners to be on time and ready to work. The project will be worked on by both members of the group and we will both be responsible for showing up on time.

Conversational Courtesies (How will the team encourage and reinforce active listening, sharing of the airtime, tangents, respectful dialogue, etc)

Both partners are open to ideas for the project and are willing to negotiate and see what the other has to say for their ideas of what the project will be. More work will get done with active listening because more information and ideas will be shared that way.

Enforcement/ Feedback (How will the team enforce its own rules? How do individuals prefer to give and receive feedback?)

We will enforce rules that best fit both of us. We will give feedback based on how we are feeling about each other's participation, ideas, work ethic, and productivity.

You may add additional norms here.

N/A