

## CSC106

### Group Norms and Team Contract

Group Member Names: \_\_\_Eason Chen & Anya Detonnancourt\_\_\_

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?)

- Decisions will be made by consensus / democratically

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)

- Work as much as possible

- legitimate reasons: outside work, events, illness

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

- Assignments made and split by consensus & ability
- Poorly completed assignments should be then solved by a meeting for dual-work & brainstorming

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

- Text & email
- Communicate clearly which elements of code you're looking forward to and which you feel are struggles :)

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

- Zoom meets? We can discuss based off of out of school commitments

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

- I can take them since i'm the owner of the Scrum doc [Any]

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

- n/a discussion based?

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

- n/a don't think will be much of a problem. Redirect if conversations feel unbalanced.

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

- I [Any] prefer lots of written feedback and notes
- Keep tabs on when new branches/edits are made through text often?

You may add additional norms here.

- n/a
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