

CSC106

Group Norms and Team Contract

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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?)

Consensus.

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)

Attend every class. To make up for missed meetings, just communicate over the phone. The legitimate reason for missing classes are feeling sick.

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

They'll be made in collaboration. If one of us poorly completes or doesn't complete a project, we'll just tell the other.

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

We'll communicate over the phone on Snapchat.

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

We're fine with online meet-ups. We'll decide in-person meet-ups and times on a day-by-day basis.

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

We can both take SCRUM Meeting Notes and we'll share the notes over Google Sheets.

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

Try to be prompt as much as possible.

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

Just listen to each other and try to understand where the other comes from.

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

We'll just talk to each other and receive feedback. We're fine with people directly telling us what's wrong with code.

You may add additional norms here.