# Team rules

1. Arriving late
   1. Over 15 minutes is considered late
   2. 3 times late is a warning
   3. You can arrive late whiteout issue if you provide a good reason
      1. Usually warn in advance
2. Deadlines
   1. Deadlines will be assigned for certain tasks
   2. Long deadlines can only be missed once, and you get a warning the first time
   3. Short deadlines can only be missed three times before you get a warning
3. Act professionally
   1. Show respect
   2. Do not cause unnecessary arguments
4. Game discussions
   1. Do not demand features
   2. Features must be discussed with every present team member
      1. Non present team members will be attempted to be reached online
      2. If you are not reachable you lose your vote and cannot flip a vote that has been made previously
   3. Team lead gets final say
      1. That means team lead can flip a 3v1 vote if he chooses
5. Game lab schedule

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| 9:00 | Start of day |
| 9:10-9:30 | Weekly meeting |
| 12:00-12:30 | Food break |
| 17:30 | End off day |