Titivillus

# Team Contract

Team Contract

UPPSALA
UNIVERSITET

Lead Art Director, Julia Iljina
Lead Programming Director, Rim Lolo
Product Owner – Lead Designer, Johan Dahlstedt
Scrum Master – Project Manager, Alexandros Kokkinidis

# TEAM CONTRACT

## Meetings

We will:

- Be on time. If late, give the rest of the team a head up beforehand.
- Have a clear agenda and schedule for every meeting.
- Not have a meeting longer than 1 hour without a break.
- Clearly summarize the meeting at the end of every meeting.
- Choose a new time and date for the next meeting and the end of every meeting.

## Behaviour

We will:

- Let everyone speak without interrupting them.
- Not use personal insults when criticizing a team member or their work and/ or talking to a team member.
- Respect our team members and our different opinions.
- Speak up about any issues regarding members, tasks or similar questions.
- Not blame members for mistakes or failures and instead focus on how we can develop as a group.
- Not strike down any ideas.
- Back down your idea if its too much or no one agrees.
- Never judge or treat someone differently based on ethnicity, gender, sexuality or similar grounds for discrimination.
- Never talk behind other team members backs.
- Clearly communicate issues regarding health, such as allergies, mental health issues or similar problems if you wish to share that with the group.

## Commitment

We will:

- Make sure every team member is assigned a reasonable and a fair number of tasks.
- Do our best to help and work with the group.
- Do our best to boost morale and creativity in the group.

## Communication

We will:

- Strive to be clear and direct in our communications.
- Let everyone finish their sentences without interruption.
- Use slack, messenger, discord, phone, for online comms.

## Goals and expectations

We will:

- Try our best to inspire the members of our team.
- Do our best to complete and hand in assignments and tasks on time.
- Acknowledge that it is acceptable to fail and to learn from our mistakes.

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# SKILL INVENTORY

**Julia:** Art Envisioner. Art designer for a long time, she is in 2nd graphics, big knowledge with game design + worked for the industry.

**Rim:** Programming Goddess, previous studies in the field (3 years).

**Johan:** Studied programming as well (2 years) + basic game design, master designer.

**Alexander**: Scrum daddy. Studied engineering (2 years), that's all.

# TEAM ROLES

**Art Director,** Julia Iljina
**Programming Director,** Rim Lolo
**Product Owner,** Johan Dahlstedt
**Scrum Master,** Alexandros Kokkinidis