



Team Contract

Members

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Team Expectations

We understand that throughout the Course, all team members are designated as Developers. By the end of the Semester, we will have a functioning (and somewhat polished) game prototype using the Unity 3D Game Engine and the C# programming language.

All team members must be able to communicate decisions, techniques, and processes related to all aspects of the development process for our game. Below, we have outlined specific expectations for all team members to adhere to, as well as the consequences for failing to meet each expectation:

Meeting times

Team meetings will occur **FRIDAYS**. If a member is late, absent, he will be notified of the progress of the meeting the first time, the second time he should have the initiative to find the missing information from the meeting by himself, if a third time is present he will be flagged according with the consequences below.

Expectations:

If a team member is assigned a task that they are not confident in completing, we expect that the member in question informs the rest of the team before the next meeting. Another group member will be designated to help the member in question learn and complete their task. If the group as a whole is unsure or doesn't feel confident, we will follow the following steps to get help outside of the group:

- 1) Ask the professor
- 2) Approach other Interactive Gaming students
- 3) Change the current plan for our game

If a member is unable to complete a task on time or unable to meet the group's quality standards because they needed help but did not seek it out, the group will give them a game development topic to learn about and teach to the rest of the group within the next 2 team meetings.

If a member continually fails to contribute meaningfully(three times), we will approach the professor to meet with our team and discuss next steps.

Once a team member has fulfilled their obligations and either taught the team a new concept or followed up with the Instructor, they will be able to reintegrate to the team's workflow without further recourse.

Consequences and Corrective Actions

In the event that Team Requirements are not met, some of the repercussions may include having a team member 'flagged' as unproductive. Any member who is flagged will receive a grade of 0 (zero) on all following review sessions until the flag is removed.

Should a team member break one of the above expectations to the point where they should be flagged (outlined in your expectations), please see your professor with evidence of the issue (including which part of the contract has been broken and any corrective steps taken prior to flagging), and the member will be flagged and the conditions to remove the flag will be recorded. At that point it is up to the flagged member to meet those conditions and provide evidence to have their flag removed.

Flagged members will be notified of their status and removal conditions by the instructor.

Amendments

Should the team determine an aspect of the contract is no longer relevant or wish to add a new section, they will be permitted to amend the contract. This must be formally written, signed by all members, and then attached to the original contract. Please include a description of the amendment, the affected clauses, and the date it takes effect.

Agreement

We, the team of **ANOTHER GAME STUDIO** have come up with these expectations together and agree to adhere to them throughout the academic term. We understand our own rules and the consequences for breaking them. We also agree that we have read and understood the material in the course syllabus

Signed,

Name Ivan Echavarria Signature: [Signature] Date 2018/02/09

Name JOHN ZHU Signature: [Signature] Date 2018/02/09

Name Andre Beano Signature: [Signature] Date 2018/02/09

Name Logan King Signature: [Signature] Date 2018/02/09

Name Tawa Saleem Signature: [Signature] Date ~~2018/02/09~~ 2018/02/09

Name Aoto Nanao Ji Signature: [Signature] Date 2018/02/09