

Team Expectations Agreement¹

When working in a team, problems occasionally arise. One source of problems is the differing expectations of team members. For example, one person may think that an email response should come within 2 hours, while another may think that 2 days is acceptable.

In this tutorial, your team will work on establishing team expectations. In the space below, write down the list of *agreed upon guidelines* that your team intends to follow. Include guidelines for the following:

- methods of communication (email, phone, messenger, text, . . .)
- communication response times (email, phone, messenger, text, . . .)
- meeting attendance (when to meet, whether all meetings are mandatory, . . .)
- running meetings (when, where, face-to-face vs. online, who takes minutes, . . .)
- meeting preparation (whether preparation is needed, what to prepare, . . .)
- version control (what to/not to commit, content of log messages, . . .)
- division of work (how to divide work, who will decide who does what, . . .)
- submitting assignments (when to submit, who will submit, who will review the submission, . . .)
- contingency planning (what if a team member drops out, what if a team member consistently misses meetings, what if a team member is academically dishonest, . . .) We suggest that in these cases, a team promptly seeks help from the instructor. It is important not to let such situations escalate.

The list above is just meant to get you started. If you had any team problems in the past, think about what went wrong and how expectations can be set to prevent those types of problems.

- Methods of communication: Use discord mainly, call people who are 10+ minutes late to meetings
- Communication response times: 24 hours on discord
- Meeting attendance: Sundays 3pm always. Mondays, Tuesdays, Wednesdays after 5pm when needed.
- Running meetings: On zoom. Whoever calls a meeting must write the agenda before doing so. If the agenda calls for preparation of something, then everyone or the specified people do so.
- Version control: Commit using a template, basic usage is <type>: <description>, like feature: added login. More info here: <https://dev.to/rawkode/tip-4-git-commit-templates-conventional-commits-4g27>
- Division of work: Equally distribute according to user story priority and preference of who wants to do what. Preference can be in 3 levels, from really want to do it, kinda want to do it, and not really want to do it. We will use Jira.
- Submitting assignments - Person responsible will make a pull request on github and everyone has to approve it.
- Contingency planning - No one plans on dropping right now, but if 2 drop even we are fine. If any problems with a member, hold a meeting with them to sort it out. Else if no improvement, go to prof for arbitration. If anyone has issues blocking work, team can pick up their work. May need proof if constant issue.

(Continued on the other side.)

¹Based on *Turning Groups into Effective Teams*, Barbara Oakley et al., 2004.

Team Guidelines (continued)

We accept these guidelines and intend to fulfill them (sign below):

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Review the guidelines with your TA and decide which member of your team will keep this form. In the event of team disagreements, you may be asked to show this form to your instructor.