MoCode

# Team Agreement:

## Communication Guidelines:

- Communication Methods
    - Discord
    - Weekly TA meetings
    - In person meetings
- Avoid messaging team members late at night
- If stuck on a bug, try for 30 minutes and then reach out to team members for help

## Tools and Methods:

- In the beginning of the project, the methods and tools are agreed upon for the project
    - What type of frameworks, type of version control, and more
- Changes in tools / methods must be discussed in in-person meetings and the Weekly TA meeting.

## Working Hours:

- Due to other classes, typical working hours is dependent on the person whenever they have time
- Meetings:
    - With the TA weekly (Thursday morning)
    - In person meetings after our 115 class which is our agreed upon time when everyone is available.

## Roles and Responsibilities:

- Roles in the team switch during each sprint where someone new is the Scrum Master during each Sprint
- Ezekiel is the product owner
- Using scrum and story points, tasks are divided up to the developers
    - Each sprint, new stories and tasks are created and divided up to each team member