CSC106

Group Norms and Team Contract

Group Member Names: Danny A. Trinidad Lopez & Charlie Grenier

The objective of this activity is for your group to decide upon group norms and craft a team contract. Your entire group should come to a consensus about these items.

Submit the link to this document as part of your quiz for today. Also share the link with everyone in your group.

Note that part of your final project grade will be the effort you put into your project.

Decisions (How will they be made? Majority, consensus, other?)

- Decisions will be made through consensus since there are only two of us.

Attendance (What are your expectations for the frequency and type of attendance for work outside of class/lab time?; What are legitimate reasons for missing? What do missing members have to do to make up for missed meetings)

IF it is an emergency, tell each other what was done inside/outside of class.

_	ments (How will assignments be made? How will the group deal with members not complete (or poorly complete assignments?)
	Talk it out! Communication.
•	pation (How will you communicate and share information; How will you ensure fation of everyone? How will you honor member strengths and interests)?
- \	Contact information(Number) We will meet and do the work together and also will definitely share to each oth what we are doing to the code.
	g Times and Locations/Mediums (How will you decide on locations and times the members)?
- /	After class on Tuesdays and Thursdays in the same building.

Agenda and SCRUM Meeting Notes (Who will take them and in what format will they be shared?)
- Same Excel sheet and both take notes on it.
Promptness (What do you expect and how will you handle lateness?)
 We expect each other to be prompt since our meeting time is directly after class. We don't expect lateness, but absences may happen.
Conversational Courtesies (How will the team encourage and reinforce active listening, sharing of the airtime, tangents, respectful dialogue, etc.)
- Take space and make space.

Enforcement/ Feedback (How will the team enforce its own rules? How do individuatorefer to give and receive feedback?)	als
 Team members understand the rules and will accept responsibility for breaki and enforcing them. 	ng

You may add additional norms here.