**Project Team Contract**

Team Name: Blue Date:02/11/2024

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| GOALS: What are our team goals for this project?  What do we want to accomplish? What skills do we want to develop or refine? |
| Our goal as a team is to successfully build and organize GameVortex. We would like to build our project planning skills and refine our programming skills. |
| EXPECTATIONS: What do we expect of one another in regard to attendance at meetings, participation, frequency of communication, the quality of work, etc.? |
| We expect every member to participate in all assignments and planning. We will communicate twice a week with updates to the project and timeline. Meetings will be planned around everyone’s schedule, so members are expected to attend unless they have previous obligations. We will put our best work into every task and the project as a whole. |
| POLICIES & PROCEDURES: What rules can we agree on to help us meet our goals and expectations? |
| We will respectfully communicate with each other. We will ensure all work is distributed evenly and everyone knows their roles and responsibilities. We will set clear milestones and check-ins to ensure the quality of each other’s work. |
| CONSEQUENCES: How will we address non-performance in regard to these goals, expectations, policies and procedures? |
| The first claim of nonperformance will be a discussion between team members to help with any troubles. The following claim will be another talk with the project leader. A third claim will then be taken to the project sponsor. |

We share these goals and expectations, and agree to these policies, procedures, and consequences.

Ashari Joiner

Team member name

Team member name

Team member name

Team member name