

## # Team Rules

Revision: \*05/08/2025\*

This document outlines not only the guidelines, but also the mindset that our team strives to accomplish & embody in the course of our work.

## ## Purpose & Objectives

- Create technology that is user-friendly with a low barrier of usage.
- Create functional technology that enriches the lives of its users.
- Always consider ethics, ex. in cases of privacy.
- Learn and improve both as developers and as people.

## ## Values & Standards

- \*Communication is key! Follow these communication protocols:\*
- Maximum 16 hour response time on messages relevant to you.
- When unable to meet deadlines or requiring help, try to notify the group 24+ hours in advance, or at minimum 12 hours in advance.
- Try to acknowledge each other, even if it's just an emoji reaction, so that we always know we are on the same page.
- Don't let questions build up - if you have a question, others probably do as well. Asking questions helps us be honest and keep a consensus!
- \*Compassion enhances cooperation\*
- Be understanding of other's life situations.
- Understand that we are all at different levels of developmental skill
- Growth mindset - we all have a lot to learn from each other, and we should approach situations with a focus on learning.
- Focus on solving problems, never assign blame to people, only systems
- Never be afraid to ask questions or ask for help!
- \*Quality-first development\*
- Always strive to follow best practices.
- Minimize "code smells" & technical debt.
- Choose technologies that have a sensible application & purpose to our project (rather than what's popular, cool, etc.).
- Always document code.
- Always use clear commit messages following [Conventional Commits Style](https://www.conventionalcommits.org/en/v1.0.0/).
- \*Always strive for better!\*
- This is a living document, as we go we may choose to revise what standards and values we choose to embrace in order to improve our project.

## ## Roles & Responsibilities

- \*\*Team leads:\*\* delegate tasks, organize, maximize morale, coordinate multiple members and maintain a "pulse" on the team.
- \*\*Developers:\*\* self-manage & handle assigned tasks, maintain consistent communication on progress & problems.

## ## Accountability Structures

- \*\*Bi-daily standups:\*\* When to-do items remain, check in with your progress, blockers, and what you plan on doing next.
- \*\*Values & standards:\*\* Always uphold values & standards identified above.

## ## Potential Issues & Conflict Resolution

- Potential issues:
  - Missing deadlines
  - Poor communication
  - Development disagreements
  - Work allocation
- If a member finds themselves in violation of the standards or values set forth in the prior section we will:
  - \*Ask:\* how can they improve or change their approach to better follow our standards and values?
  - \*Ask:\* how can the group or other members also change or help in order to assist a member in following our standards and values?
  - \*Ask:\* if this is a repeated issue, are our standards and values flawed and should we consider revising them?
  - \*Act:\* implement changes as necessary.
- If a member feels like they are given an unfair amount of work, please contact your lead or bring it up in a group discussion and we can address & redistribute the workload accordingly

