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Team Charter

1. Objective & Purpose

- **Deliverable:** Build a fully functional, engaging card-matching game.
- Team Experience: Apply Agile methodologies in a real-world project while fostering a positive, collaborative environment.
- **Learning Goals:** Strengthen technical skills (frontend, backend, integration) and soft skills (communication, time management, teamwork).

2. Values & Standards

- Punctuality: Meet deadlines for code reviews, standups, and issue resolutions.
- Clear Communication: Share progress, blockers, and feedback openly and respectfully.
- Mutual Support: Offer help proactively; pair up when someone is stuck.
- Trust & Accountability: Own your tasks; deliver what you commit to.
- Responsibility: Keep code and documentation up to date; test thoroughly before merging.

3. Roles & Responsibilities

Role	Name	Responsibilities
Project Lead	Menko	Coordinate tasks, set sprint goals, liaise with stakeholders
Tech Lead	Krystal	Define architecture, review major PRs, ensure code quality
Frontend Dev	John / Lavin / Aditi / Derek	Implement UI components, handle styling and responsiveness
Backend Dev	Sarkis / Rohan / Nathan / Chris / Mohammed	Build API endpoints, manage data persistence and logic

4. Accountability & Meetings

- Standup: Regular meetings
- Issue Tracking: All tasks live in GitHub Issues; assign, label, and comment on progress.
- Sprint Review: Weekly demo to show working features and gather feedback.

5. Communication Protocols

- Primary Channels:
 - Slack for quick questions and alerts
 - GitHub Issues / PR comments for task-specific discussion
- Response Expectations:
 - Reply within 24 hours on weekdays
 - For urgent blockers, ping directly in Slack

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6. Conflict Resolution

- 1. Early Identification: Speak up as soon as an issue arises.
- 2. Discussion & Compromise: Everyone describes their perspective; propose solutions.
- 3. **Escalation:** If unresolved, involve the Project Lead; if still stuck, majority vote.
- 4. Documentation: Record outcomes in the "Decisions" section of the repo wiki.

7. Enforcement of Rules

- Gentle Reminder: Any team member noticing a missed deadline or broken rule flags it in standup.
- Accountability: If a pattern repeats, discuss as a team to adjust workload or redistribute tasks.

8. Success Metrics

- Feature Completion Rate: ≥ 90 % of committed issues closed by sprint end.
- Code Quality: All PRs pass CI checks and at least one peer review.
- **User Feedback:** Playtest with ≥ 5 users and iterate based on their input.

Krystal Kwan 05/09/25