**Work Commitments and Team Values**

Team SAWZE

As a member of team SAWZE, I accept and commit on all of the following points and will follow them during the whole project time until the Gold Master final dead line on the 13th of February 2015:

* I will be honest to the team in all matters related to my work and the success of the project, as well as always transparent about the status of the task I have accepted, when I am asked for it
* I will not interrupt my teammates when they are sharing ideas or making comments and I will respect and value their position and input
* I will be proactive in dealing with problems and challenges and not only point them out, but make suggestions and actions in order to overcome them
* I will be disciplined in my work, fulfilling all tasks given to me, which I have accepted in the best possible quality and until the agreed deadlines
* I commit to spend at least 8 hours a week working on the project
* When I agree to attend a team meeting, I will be there on time and in optimal working condition
* If I am concerned about anything related to the success of the project, I will step up and share it with the team straight away
* If a discussion on an issue cannot be resolved with consensus vote between the team members, Toma as the vision keeper will take the final decision and I will accept and follow it
* I will be devoted and ambitious in delivering the best possible product on the official deadlines

Tobias Paul – Art and Animation\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Amon Kalagin – Art and Animation\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Daniel Pochert – Programming \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Robert Lücke – Game Design\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Toma Komitski – Game Design and Production\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Berlin, 19.12.2014