Team Rules

Team Beta

Ethan Lew (PO), Ethan Bockler (SM), Tim Diersing, Caleb Yun, Alan Vuong

Meeting Time

MW after class on Zoom or Discord

Team Rules

General

- All team members should contribute equally
- Team members should be present for most or all team meetings
- Team members will communicate any issues blocking them from progressing to the rest of the team
- Team members will follow standard academic integrity procedures/group work etiquette.

Technical

- All team members should use [Qt Creator](#) as their IDE
- Team members must follow the Saddleback College CS Department Style guide
- Team members should use [GitHub](#) for version control

Agile

- Baseline story point estimate of 1: 15 mins

Sample Style Template/Coding Standards

```cpp
1.  /*****************************************************************************
2.  * AUTHOR      :
3.  * CLASS       :
4.  * SECTION     :
5.  ****************************************************************************/
6.  #include <iostream>
7.  using namespace std;
8.
9.  /*****************************************************************************
10. *
11. * -------------------------------------------------------------------------
12. * This program will
13. * -------------------------------------------------------------------------
14. * INPUT:
15. *    <
16. *
17. * OUTPUT:
18. *    <This program will
19. ****************************************************************************/
20.
21. int main()
22. {
23.     /*************************************************************************
24.      * CONSTANTS
25.      * ---------------------------------------------------------------------
26.      * OUTPUT - USED FOR
27.      * ---------------------------------------------------------------------
28.      *
29.      ***********************************************************************/
30.
31.
32.     // (variable declarations go here)
33.
34.     /*************************************************************************
35.      * INPUT - describe input here
36.      ***********************************************************************/
37.
38.     /*************************************************************************
39.      * PROCESSING - describe processing here
40.      ***********************************************************************/
41.
42.     /*************************************************************************
43.      * OUTPUT - describe output here
44.      ***********************************************************************/
45.
46.     return 0;
47. }
```