Team Canvas Basic

Most important things to agree on to kick off effective team project
and get members to know each other better

Team name [ ] **Date** [ ]

◎ GOALS

What we want to achieve as a group? What are our key goals that are feasible,
measurable and time-bounded?

- Keeping the deadlines
- Keeping communication with the product owner
- Finishing the system with the minimal working features

What are our individual personal goals?

- Making code that is not too advanced
- User-friendly UI
- Making sure the system does not crash
- Making code that everyone can read and understand
- Updateable code for future developers

👥 ROLES & SKILLS

What are our names? What skills and strengths do we have on board of our group?
What composition of roles would help us get where we want to be?

- Ferhat Scrum Master
- Mikail Design and secratary
- Durmus Tester and checker
- Key developer
- Class designer
- Tests Code
- Making sure everyone is active in the project and not falling off
- Defines user Stories
- Troubleshoots code
- Creative
- Reviews code
- Watches deadlines
- Improves code

What are we called as a group?

PURPOSE

- Making a system for a swimming Club
- Making an user-friendly interface for the Clubs owners and users
- Upholding the product-owners criteria

Why we are doing what we are doing in the first place?

🧍 VALUES

What do we stand for? What are guiding principles? What are our
common values that we want to be at the core of our team?

- Trust each other
- Friendly
- Helpful
- Communication

✅ RULES & ACTIVITIES

What are the rules we want to introduce after doing this session? How do we communicate
and keep everyone up to date? How do we make decisions? How do we execute and
evaluate what we do?

- Update Trello
- Everyones input gets heard
- Keeping deadlines!
- Ask each other for help if stuck
- Scrum meeting everyday no matter what
- Making sure work gets done!