

Team Standard	Requirements
Hardware Schematic	Professionally produced (not hand drawn) and reproducible. Shows entire circuit with pins and components labeled.
Code and Comments	Good coding practice. Useful/clear/concise comments. Sources of code included where relevant. Good spelling and grammar. Reuse permission explicitly granted by author or specific site policy
Block Diagram	Top level diagram showing the UNO (if applicable), Display block, battery, charger, movement blocks, motor control, etc. Computer drawn.
Interface Definitions	Each interface defined with parameters. All large interactions defined.
Bill of materials	Neatly formatted spreadsheet with links to purchase each part.
Mechanical Drawings	Includes physical drawing of power supply components, charging station, chassis, etc.
Artifacts in General	Grammatically error free. Easy to follow formatting.
Team Roles	Set team roles initially and focus attention to individual role and tasks unless asked to provide input on area outside of role
Project Video	High quality audio and visuals Clear explanation of examples Show examples of system operating
Active Listening	Listen actively. Seek understanding. Be open to other teammates ideas and input and avoid environmental distractions when listening.
Attendance	Attend every scheduled meeting, or give at least 1 days warning if you will miss the meeting. Show up on time, or let the team know you will be late.
Communication	Email is primary and utilized for communication that is not time sensitive (though we should try and respond within 24hrs) and requires thoughtfulness.

	Texting is secondary and is utilized for a more immediate response.
Speak up	If your opinion differs from someone else's, feel welcome to voice such. There is not a bad idea.