### 2XC3 TEAM CHARTER

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### 1 Communication Protocol

The main platforms we use are Github, what's app, and Vscode. We use Github to create projects for collaborative development, Vscode to compile the code, and what's app to communicate about problems or progress. There is no strict time frame for text message responses, usually within a day. This is because our team will have a short conference call every day to communicate the problems we are experiencing and the current progress we are making. Since we usually assign tasks ahead of time and complete them according to the cycle, there is usually no situation where a task cannot be completed by the deadline.

### 2 Team Penalty Policy

If just by chance an unexpected circumstance prevents the completion of an assigned task or a meeting that should have been held on time. The first time it happens, it is forgivable. If it happens a second time, a verbal warning will be given, but if it happens again after that, a review of 450 words will be required.

## 3 Technology Stack

- Github
- Python
- yED Graph Editor
- To be continued

# 4 Debugging Process

### Using search engine

Use search engines to look up solutions to similar problems and search for relevant information to understand the solution to the problem.

## Sending text in the group

Send the problem to the rest of the group for help and see if you can figure out a solution to the problem.

## Plan a meeting

Organize an agile meeting of the group to deliberate whether the problem can be solved, and if so spend time thinking about the solution, or if it's completely out of reach, be prepared to draft an email to send to the TA.