CSC106

Group Norms and Team Contract

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The objective of this activity is for your group to decide upon group norms and craft a team contract. Your entire group should come to a consensus about these items.

Submit the link to this document as part of your quiz for today. Also share the link with everyone in your group.

Note that part of your final project grade will be the effort you put into your project.

Decisions (How will they be made? Majority, consensus, other?)

 Consensus and compromising

Attendance (What are your expectations for the frequency and type of attendance for work outside of class/lab time?; What are legitimate reasons for missing? What do missing members have to do to make up for missed meetings)

- Meet twice a once/week outside of class
- Any issue with health or other busyness is considerable. (Just let your partner know)
- To make up for missed meetings, the person can just do the part he is assigned to.

Assignments (How will assignments be made? How will the group deal with members who do not complete (or poorly complete assignments?)

At the end of every session, tasks will be split up between the participants and whatever isnt coded by the end of the session must try to be completed on own time

Participation (How will you communicate and share information; How will you ensure full participation of everyone? How will you honor member strengths and interests)?

By keeping a SCRUM doc, a GitHub repository, and at meetings once/twice a week

Meeting Times and Locations/Mediums (How will you decide on locations and times that suit all members)?

MONDAYS - 5:30 - 6:45 @ either Heathman Study Lounge or Coddington Study Lounge

Other days - TBD

Agenda and SCRUM Meeting Notes (Who will take them and in what format will they be shared?)

Promptness (What do you expect and how will you handle lateness?)

 Try to arrive on time, if you are going to be late just give partner a heads up along with a ETA

Conversational Courtesies (How will the team encourage and reinforce active listening, sharing of the airtime, tangents, respectful dialogue, etc)

Enforcement/ Feedback (How will the team enforce its own rules? How do individuals prefer to give and receive feedback?)

You may add additional norms here.