CSC106

Group Norms and Team Contract

Group Member Names: Aaron Lo & Ryan Harvey

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?)

We will assign projects to each other and work on them separately then meet up and explain how the codes run.

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)

We don't mind that the other party is missing as long as the work is getting done.

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

 They will be made depending on what needs to be done for that week. Group members who do not complete assignments for a week need to catch up and ask other members for potential help.

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

 We will use either zoom or discord to talk to each other in order to communicate plans and code.

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

1-2 meetings a week up until the due date to discuss code and plans.

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

Rotate by week and share on drive.

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

As long as you make it to meetings lateness is okay to an extent.

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

We will be respectful of each other by listening whenever possible and getting a better idea of each other's code to have the best possible final project.

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

Well if there is a problem ideally the other will reach out and be open to the other's ideas.

You may add additional norms here.