TEAM RULES FOR "SQUAD"

- All team members will adhere to Scrum and its principles, conforming to each individual's Scrum role.

- Conflicts or disagreements will be resolved quickly and with the group's best interest in mind (with the assistance of the Scrum Master).

- Work will be assigned evenly for each team member.

- Open communication is A MUST.

- All team members will have access to at least view all project components, however heed Rule 6.

- Team members will not edit or change portions of code assigned to another team member without that team member's knowledge (especially the UI), as to limit merge conflicts.

- Always pull before you push (as to limit merge conflicts)

- DO NOT work directly on the repository's main branch, unless otherwise assigned.

- If a team meeting has been planned, be on time and prepared with the proper tools.
  - Team will meet Wednesdays after Lab

- Team members will adhere to the team's coding standards.

- Never push code that contains a merge conflict.

- These team rules are available for discussion to edit or add/delete by ANY group member.

- Code is not done until the group's definition of done is met.

- Any definitions of done will be defined as a group.