Consequences:

* Results based on the severity: The repercussions for not following the rules correspond to how bad the action is. We are taking this approach to ensure a fair and proportional response to any violation of the rules. The severity of a mistake will be decided by the entirety of the team who are not part of the issue itself.
* Small Mistakes: In instances of minor errors, we will issue a warning. These warnings have the purpose of inspiring corrective actions for those who make small mistakes. Although one warning may not be significant, not correcting it may generate harsher consequences.
* Moderate Mistakes: For medium-sized mistakes, a three-strikes rule shall be implemented. If an individual reaches three strikes, a thorough evaluation will take place, which may very well lead to excluding that person from the project entirely. Given that there are three strikes, everyone will have a chance to correct their mistake and thus remove the corresponding strike.
* Big Mistakes: Significant errors will be met with zero tolerance, as they can make or break the effort and dynamic of the entire group. These types of issues have to be dealt with quickly, to ensure regaining stability and progress in the project. There will be no chance to correct these actions, as their existence is not without malice or intent. Removal from the project will take place immediately

Collaboration Outside Mandatory Meetings:

* Before Meetings: Before our required meetings, team members talk separately to plan what they want to discuss. This helps us be ready for anything regarding the agenda and organized for the main meeting, ensuring everyone is contributing.
* Weekly Coding Talks: We have regular meetings to discuss our coding work every week. We talk about the tasks we need to do, who is responsible for what (Assignees), and other important things. This helps us keep track of our progress and ensures the contribution is split equally. (both in terms of the amount of code, as well as front-end/back-end)
* How We Talk: We mostly use WhatsApp to talk to each other. It's easy to use, and everyone can access it. We might try other ways of talking in the future as our app development goes on.
* Urgent Meetings: If something really urgent comes up, we have a plan for quick meetings to solve the problem. This helps us handle important issues right away and keeps our workflow smooth.