

Game Design Team Compact

The purpose of this document is to articulate the expectations that our game design team will have for each other.

We will articulate our expectations and plans now so that we can work collaboratively to ensure our success.

This document will help us hold each other accountable, and will provide guidelines for addressing potential conflicts.

Design Team Name
Team 2 (for now)
Design Team Members
Destiny, Rachel, Robert
Plan for Weekly Meetings (160 minutes)
• When? Mondays and Tuesdays • Where? Group Me and/or Zoom • How will we manage the minutes? 30 minutes daily , Monday- Friday = >160 minutes
Our Norms
• <i>Our team meeting will consist of daily check ins weekly for roughly 30 minutes through group me, discussions concerning the readings can happen on the forum available on semester quest. For more intense tasks and assignments meetings can be held through zoom. Conversations are held freely, everyone is an equal participant and no conversations are dominated.</i>
Accountability
• Everyone must equally participate in group discussions. The workload and assigned task will be divided equally. All work must be peer reviewed and discussed during the team's meetings. If a member cannot not participate in a daily meeting then they can say so through groupme. Any member that is unresponsive for more than 3 days or has a conflict with another can contact Dr. Cicchino.
[Replace this text and add rows below to create additional categories as per your team's discussion]

Design Team Name
Team 2 (for now)
Design Team Members
Destiny, Rachel, Robert
Plan for Weekly Meetings (160 minutes)
- Daily checkup on team progress on groupme - Discuss any assignments due that week - Collaboratively work on ideas for assignments - Make sure that assignments are being completed/turned in on time - Ask any questions if needed - Help other group members if they are in need of help