

# Above and Beyond Points: Special Roles and Opportunities

To achieve the highest grades in the course, you will need to go above and beyond the call of duty; thus, your individual productivity grade also accounts for Above and Beyond productivity. You may earn A&B points in the following ways.

## 1. Play a Special Role

Each iteration, you will have an opportunity to play a special role. The team should assign these roles democratically, since the roles serve key functions on the team.

### 1.1. Project Coordinator

This role is concerned with mentor and instructor communication, and with teammate coordination and communication. Here some additional details:

- **Reliable.** Must be highly reliable (e.g., attends all classes/meetings and responds quickly to emails).
- **Organized.** Must be organized and detail oriented. For example, this person is responsible for making sure that class procedures are followed correctly.
- **In the know.** Must keep constant track of what everyone is working on, so the team's status can be accurately shared with the mentor/instructor, and the team can anticipate and head off possible issues.

**Compensation:** 1 A&B point per iteration (1 person only).

### 1.2. Quality Assurance Czar

This role is concerned with ensuring that the milestone artifacts are of high quality. Here are some additional details:

- **Code gatekeeper.** Must make sure that the code follows good design and coding standards, and that the test plan is being followed to ensure stability.
- **Repo organizer.** Must ensure that the repo stays well organized.
- **Design diagram keeper.** Responsible for making sure that the designs (often in the form of diagrams) are of good quality, and that the code is consistent with the designs.

**Compensation:** 1 A&B point per iteration (1 person only).

### **1.3. Video-Demo Creator(s)**

The team member(s) who create the video demo will receive special compensation for their extra effort. Only certain iterations will offer this role.

**Compensation:** 2 A&B points per team per relevant iteration, to be divided based on contribution (multiples of .25 or .33) to whoever worked on the video.

### **1.4. Demo-Booth Operator**

The team member who operates the demo booth will receive special compensation for his/her extra effort. Only certain iterations will offer this role.

**Compensation:** 1 A&B point for the booth operator (1 person only) per interactive demo session.

### **1.5. Instructor Meeting Leader**

The team member who leads an instructor meeting will receive special compensation for his/her extra effort. Only certain iterations will offer this role.

**Compensation:** 1 A&B point for the instructor meeting leader (1 person only).

## **2. Be a Top Contributor**

Each iteration, I may identify one or two members of each team who have made exceptional contributions in the past iteration. These “10Xers” will receive an A&B bonus for their exceptional work.

## **3. Negotiate Additional Work**

In addition to your planned work in a given iteration, you may take on additional work for A&B points. You must negotiate the work and compensation with me, and I must approve it. Such work often involves adding bonus features to the project; however, I am open to your ideas.