

**Engineering 1181
Team Working Agreement
Term: Autumn 2018
Creation: 08/26/2018**

1) Group Identification

Lab section # - 23566
Table - I
Instructor – Mariana Pulcherio
Team Name – There is no I in team

Team member info:

NAME:	EMAIL:	PHONE:	OTHER:
Sarah Pavlick	Pavlick.23@osu.edu	(412) 491-3304	
Maxim Murphy	Murphy.1730@osu.edu	(443) 770-4707	
Tasha Bruner	Bruner.103@osu.edu	(937) 765-6252	
Aaron Savel	Savel.13@osu.edu	(440) 552-2492	

2) Primary Means of Communication and Expectations

All members of the group will be expected to use the texting group chat to communicate. All members must respond in at least 12 hours unless their schedule does not permit.

3) Scheduling of Meetings

Meetings will be scheduled during class for any work that is given by the instructor. Each member will report whether they can still make it at least two days prior to the meeting. Each member will also be expected to show up with the necessary supplies.

Team Name: There is no I in team

Meeting Schedule:

Date: 11/7/2018	Time: 4:00 p.m.	Location: Hitchcock Hall
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Agenda:

- Complete Software Design Project
- Complete the teamwork agreement and individual responsibility agreement
- Complete Flowchart, Algorithm, or Pseudocode Draft

4) General Responsibilities for All Team Members

These are the responsibilities that all group members take part in.

- Stay on task during labs
- Stay on task during meetings
- Take an equal part in the work being done
- Discuss any problems as a group first
- Show up prepared and on time during meetings/labs
- Each member will receive a copy of the final lab reports
- All team members have to agree on an assignments status before turn in

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-All team members understand the concept of what is/was being done

5) Specific Team Member Responsibilities/Deadlines

Aaron Savel – MatLab Coder, Website Developer – In charge of designing and testing the game code as well as making sure there is no game breaking bugs. Also in charge of designing and updating the website on a regular basis with the required deadlines in mind.

Maxim Murphy - MatLab Coder, Website Developer – In charge of designing and testing the game code as well as making sure there is no game breaking bugs. Also in charge of designing and updating the website on a regular basis with the required deadlines in mind.

Sarah Pavlick – MatLab Coder, Scribe – In charge of designing and testing the game code as well as making sure there is no game breaking bugs. Also in charge of writing down any pseudocode/algorithms/flowcharts along with important team documentation.

Tasha Bruner – MatLab Coder, Scribe – In charge of designing and testing the game code as well as making sure there is no game breaking bugs. Also in charge of writing down any pseudocode/algorithms/flowcharts along with important team documentation.

6) Conflict Resolution

When there are problems within our group pertaining to the general responsibilities or specific responsibilities, the following steps will be taken in this order until a resolution is found.

1. Discuss problems within the group to come to a working solution, trying to make sure all members have opportunity to participate in the discussion.
2. Hold a team discussion of the problem with a GTA or Professor to find a solution.
3. If 1 and 2 fail, ask a GTA or Professor to make a decision (arbitrate).

7) Expectations of Faculty and GTA's

If a team member fails to live up to this agreement, the situation may be reported to the staff, but the team will still be responsible for submitting a completed assignment. Staff will be available to meet with teams to resolve issues.

8) Team Signatures

Sarah Pavlick

Maxim Murphy

Tasha Bruner

Aaron Savel