Team statement of Expectations and Accountability

Team Name: _____

Intros:

• Everyone introduce themselves: state your name and one unexpected thing about yourself like "I'm a certified SCUBA diver", or "I am a competition yodeler".

Statements:

1. We agree to uphold the following with our communication (mode & timeliness): *Ex: Use Discord (or Slack), reply within 4h between hours of 9am and midnight, no profanity or insulting terms, positive helpful tone*

2. We agree to the following Scrum roles for iteration 1 (will change each iteration):

Scrum Master:

Product Owner: _____

Repo Manager:

3. To get the project started, we will (be specific):

Ice Breakers

Complete 2 (or more) team icebreakers to get to know one another! Nothing need be submitted for these.

Questions!

- 1. Meet up with all team members (online OK)
- 2. Form a "circle"
- 3. First person's turn:
 - 1. <u>Roll a die</u> to randomly pick a question from some set of questions¹ (skip repeat questions, OK to re-roll if you like).
 - 2. Ask that question to the team; everyone answers and/or comments. Remember (or write down) one of the answers.
- 4. Then the next person in circle rolls and asks everyone a new question.
- 5. Round continue with one person at a time asking a question until everyone has asked one question.
- 6. Play 3 rounds total (each person will have asked 3 questions).
- 7. Each person picks the most interesting thing someone answered!

Skribbl.io

- 1. Have all members of your team play a round (or two!) on https://skribbl.io/
- 2. After playing, discuss the questions below and have the SM fill in the blanks and turns it in to the instructor.

Among Us (video game)

Play 4+ rounds of the Among Us video game (free on Android; can run via emulator on PC)

Other

Anything you like!

¹ Questions 1-89 of: <u>https://conversationstartersworld.com/questions-to-get-to-know-someone/#casual_questions</u> Questions 1-100 of <u>https://www.signupgenius.com/groups/getting-to-know-you-questions.cfm</u>