

SAMPLE: Capstone Team Studio contract

We, **Team Weevil**, have set the following expectations for ourselves as a capstone team:

We will...

- Do everything within our power to make a kick-ass game.
- Listen to each other's ideas and not take criticism of our ideas personally.
- Be responsible for doing our part in the project.
- Support each other by sharing ideas and expertise, helping each other where needed and making each other laugh, at least once a class.
- Have fun, ALWAYS. When we stop having fun we will work together to find the fun in the project again.
- Communicate with each other directly if any tensions come up. We will do this face to face and not through email.
- Be ok with making a lot of mistakes, as long as we take mistakes as opportunities to make our game better.

Decision-making Process

We will make decisions by consensus—all major design decisions require a majority vote. In any instance of a tie, the Producer will make the final decision.

Conflict resolution Process

If a conflict arises within the team the members who are having the conflict will first try to work it out by discussing the problem and talking through solutions. If the conflict is not resolved, the Producer is then brought in to listen and propose a solution. If the conflict is still not resolved, the group will meet with the teacher and look for a final solution.

Studio Culture

Team Weevil supports a studio culture where everyone works hard and shares ideas freely. We think good games are best created when everyone on the team feels like they are contributing and that they are being valued as a team member. We also think it is important to push ourselves and our ideas and that this means we will likely make mistakes—we know this will happen and will support each other when it does by reflecting on what went wrong and proposing an alternative solution.

Date

Team Weevil signatures: