

CS4411/5411

Teams

What is a Team?

- Typically, 2 or 3 students
 - No more than 3
 - By exception, a single student can be allowed with my permission
- Ideally do not mix 4411/5411 students as the workload will be slightly different

Why Teams?

- Projects are larger, more open-ended, and closer to real systems work
- Teams are how real systems get built

Team Code of Conduct

- Each student should feel safe, welcome, respected
- *Participate, but don't dominate*
- Be patient
- Respect diverse talents and ways of learning
- Fight your implicit biases

A well-run team benefits **all** participants

Team Expectations

- **Shared ownership**: the project succeeds or fails as a unit
- **Active participation**: everyone contributes meaningfully
- **Reliability**: show up, meet deadlines, follow through
- **Professional communication**: respectful, timely, documented

Treat this like a small engineering team, not a group assignment

What we expect *not* to happen

- One person doing all the work
 - Or one person tuning out
- “Divide-and-disappear” development
- Last-minute integration

How Teams Operate

- Meet at least once per week
 - Fixed time
 - Many short meetings or few long meetings?
 - Have an agenda and action items
- Document your meetings
 - Keep a TODO list, tentative deadlines
- Early integration
 - Merge code frequently
 - Test together early and often
 - Start ASAP

Address Problems Early

- If someone is stuck, say so
- If coordination is failing, fix it
- If needed, involve course staff early, not at or after the deadline

Most project failures are coordination failures, not technical ones