

## What does it mean to be a Member in Good Standing?

Member in Good Standing is about creating a shared, clear expectation for how participation in HomeTeam is intended to work. More Members in Good Standing benefit everyone in the community. It's a level everyone can realistically achieve.

### **Member in Good Standing Guidelines for Participating and Progressing**

**First month:** Start the Quick Start checklist. Add a Bio Card. Do a practice commit.

**First 6 months:** Be a Game Changer for at least one of your first two quarters.

(Game Changer means team git commits in 8 or more of the ~13 weeks/quarter.)

**Yearly:** Lead and release at least one game, or be a Game Changer for two quarters.

**Monthly:** One or more creditable commits made monthly to any HomeTeam project.

**Weekly:** Ask for help if you need it, instead of staying stuck or ghosting. We all want to help, but only can if you ask. Using help available to you benefits the entire team.

**While leading:** Making at least one commit weekly and covering all weekly updates.

Though we try to focus on the positive, we also find negative examples useful, since it would be unfair to hold against anyone actions we never said they shouldn't do:

### **Actions that May Count Against Good Standing – Things Not to Do**

- Showing no intention to participate on any community projects. If someone joins a bowling team but then never bowls with them that won't help the team or person.
- Posting in HomeTeam about outside, solo or commercial projects. If they're active in HomeTeam this is fine if it's rare, ex. sharing if a game they worked got released.
- Ignoring practices the leads or support team recommend suit our scale and format.
- Trying to steer members to use platforms we don't use, ex. Unreal or Game Maker. There is nothing wrong with other options; they just aren't what we do here. It'd be like joining a baseball team then trying to get people there to play volleyball instead.
- Posting to explain why they aren't involved or promising to do stuff later. We value life balance and respect things come up—we trust you to take care of what you need to—but those posts don't help. Schedule Office Hours if you need help plugging in.
- Making a big announcement around leaving. If you need a break or decide it's not a fit that's fine, no hard feelings, but please don't disrupt, distract or demotivate other people who are sticking around. This would only apply when someone is exiting, but whether someone is welcome to rejoin us depends on if they left in good standing.

A rule of thumb to consider is: if many others in the community acted in this way, would the other members be better or worse off? People are here to learn and make games together. We have a responsibility to maintain a community where that consistently takes place in the format and approach that we can fully support. There are plenty of other online communities where anyone is free to do any of the above.

Members in good standing have a few advantages. If a member asks to change communities, or suggests trying a change in our usual process, it's more likely if that member is in good standing. We evolve what we do to serve people who participate.

## Anti-Harassment Policy

HomeTeam is dedicated to providing a friendly, professional, and harassment-free team development experience for everyone, regardless of gender, gender identity and expression, sexual orientation, disability, physical appearance, body size, race, level of experience, age or religion. Stalking, threats of violence, intimidation, doxxing or harassment of members or guests are not tolerated in any form. We discourage swearing within our community to better preserve a welcoming, constructive, and non-aggressive environment for people of varied cultural backgrounds. Members repeatedly or deliberately violating the standards may be sanctioned or expelled at the discretion of the administrators.

If you experience abuse, harassment, discrimination, or feel unsafe, you can send Chris DeLeon a private message on our chat platform for assistance, over email to [chris@HomeTeamGameDev.com](mailto:chris@HomeTeamGameDev.com), or anonymously using the "Suggestion Box" feature on our [/members/](#) site.

This policy includes elements adapted in part from [WeAllJS](#) (from [Contributor Covenant](#) and the LGBTQ in Technology Slack [Code of Conduct](#)), as well as the [CodeNewbie Code of Conduct](#).

## Membership Agreement

All members accepted the following to join (HTGD stands for HomeTeam GameDev):

1. HTGD games you contribute to can remain free and available, with your contributions included.
2. HTGD games you contribute to, including any part or work-in-progress stage, can appear in member portfolios, social media, and community promotional material.
3. Weekly video updates (optional, but part of leading a team project) are recorded for archives, and may be viewed by future members or people outside this group.
4. HTGD stores a username lookup for your credits name and tracks HTGD project activity on github.
5. You can view, change, or remove your information, but games and video archives are permanent.
6. Members must be 18 or older.
7. An account may be discontinued for a pattern of not making reasonable efforts to act as a Member in Good Standing, as outlined on Page 5 of our Playbook.

**Beginning HTGD membership indicated acceptance of this agreement.** It was presented at time and place of registration as a condition of participation in HTGD. This agreement is to ensure the availability and long-term portfolio use of games you help make, and the continued growth of your peer or alumni network through the organization.

If you have any questions about this agreement please contact the founder, Chris DeLeon ([chris@HomeTeamGameDev.com](mailto:chris@HomeTeamGameDev.com)), and temporarily pause HTGD activity until we are in full agreement.

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