


Date	22.10.2019, 8 a.m.
Location	IAV GmbH (Carnotstraße 1, 10587 Berlin)
Participants	<p>IAV:</p> <ul style="list-style-type: none"> • Fabian Winter (fabian.winter@iav.de) • Halil Aykut Ince (halil.aykut.ince@iav.de) • Thomas Kipar (thomas.kipar@iav.de) <p>SCRUM Team:</p> <ul style="list-style-type: none"> • Felix Herron • Furkan Tas • Lukas Hoffmann • Mahmoud Gharra • Oliver Budke • Wolf Lickefet
Protocol	Furkan Tas, Wolf Lickefet, Mahmoud Gharra, Oliver Budke
Agenda	<ol style="list-style-type: none"> 1. Introduction 2. Project Structure 3. Product Vision by IAV 4. Next Meeting
ToDos	<ol style="list-style-type: none"> 1. Invite Fabian to Slack channel 2. Name participants of next meeting
Q&A	<ol style="list-style-type: none"> 1. Communication preferences: Regular meetings? Remote meetings? Participation in Slack discussions desired? Thomas would like us to have weekly meetings at IAV. Wolf's recommendation was sending 2-3 team members weekly to said meeting to discuss developments. 2. Coding styles to be followed (Linter?) Thomas said it's best we do what we think is best and learn from it. 3. Testing requirements? See 3. Note that we might even drop AndroidAutomotive if it doesn't fulfill our requirements 4. Will the company dev's write code (discuss with Dirk) Yes, both teams will work concurrently and complement each other's work. We can also request technical help from them. 5. Is there an existing code base we should start from? Company bootstrap, etc. There is no existing base, we can choose the whole stack
Introduction	<ul style="list-style-type: none"> • Thomas: Project Manager, HMI for VW • Fabian: Technical Project Lead, experience: long-term project with development resources in China • Ince: Former TU student, Computer Engineering

	<ul style="list-style-type: none"> • Eric Nieswand: Manager HMI Software • IAV Software: Software maintenance very important, many customer developed software in production
Project Structure	<ul style="list-style-type: none"> • Fabian recommends documenting experiments. They don't need to reinvent the wheel. Keep it short, they don't need or want a formal paper. • We're free to choose our own framework • Test coverage expectations? "Gather experience. The code should work. Do it as you see fit. It's not our main focus." • We could discuss additional apps for the future • Way to split the work: we find things we can't implement with the current environment and tell the two SW-devs at IAV so that they can modify the Android version we use • A weekly meeting with the devs would be great • We shouldn't hesitate to ask for technical support from the 2 devs (Halil and Fabian) • Presentation sheets aren't expected of us at every meeting unless it's necessary/very helpful • Meetings can be setup in a very short term, but at least 24 hours in advance we shouldn't hesitate to ask for help
Product Vision by IAV	<ul style="list-style-type: none"> • Consistent design for different apps on SW • Individual designs for different manufacturers to differentiate them • Goal of IAV is to test the limits of AA to determine what kind of software concepts are supported • Major difference between phones and car devices is driver-distraction • Use App-concept (Like in article sent over Slack) <div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 1; padding-left: 10px;"> <ul style="list-style-type: none"> • Ggf. Andere Formen, z. B. 'halbkreise' zur Abgrenzung der Apps • Hintergrund-App (vgl. Schräge Schrägen oder China-Partikel-Hintergrund) • Animationen bei Übergang Home-Screen zu Full-Screen und zurück • Apps: <ul style="list-style-type: none"> • Trip Computer • Podcast Player • Navigation </div> </div> <ul style="list-style-type: none"> • Three apps: <ul style="list-style-type: none"> ◦ Trip computer: trip data (I somehow prefer "Trip Overview") The data is thus far simply read, we could make it fancier later on.

	<ul style="list-style-type: none"> ○ Podcast player: Podcast app. ○ Navigation: Integrate an already existing navigation app. ● UI should contain some extra data that's a click away or already on the home screen ● Home screen is the split-screen-mode ● Later Addons: Later on we would like to have smooth/seamless transition between the different apps and modes. ● Dynamic graphic background permanently visible throughout the entire user-experience ● We will dump AndroidAutomotive if it doesn't fulfill our expectations ● Functionality isn't a top priority in apps, good design is. ● Hundreds of employees are deployed to develop proper UI in car manufacturing firms. ● Parallel Apps appear to be the focal point of this project for us and the smooth graphic transition between apps; everything else is to be explored. ● Staying closer to the system is more preferable when choosing our framework. ● Flutter was pushed by one of our own team members. (Might be relevant) ● Backlog: <ul style="list-style-type: none"> ○ Operational Sequences ○ Representation of Launcher ○ App Features
Next Meeting	<ul style="list-style-type: none"> ● Next meeting on Tuesday at 10AM (Setting a meeting with the members should be done at least 24 hours prior) ● We will add the devs to our GitHub rep. and to the Slack group.