Project Name	Mumbi - Personalized Playtime
Online team meeting	https://fau.zoom-x.de/j/67240113065
Production system (if any)	
Test system (if any)	
GitHub repository	https://github.com/amosproj/amos2024ws04-personalized-play
GitHub feature board	https://github.com/orgs/amosproj/projects/73/views/2
GitHub imp-squared backlog	https://github.com/orgs/amosproj/projects/77
Team T-shirt (white)	https://www.shirtinator.de/s/43fUAl0NT56hWiNjoYQQqq
Team T-shirt (black)	https://www.shirtinator.de/s/JQ9cmxYyQ7KcEvpXKljO-w
Additional materials	Shared Drive Link: https://drive.google.com/drive/folders/1fMtj2E90bbCLx5iGJj6nXvAKku2Q0npP?usp=sharing
	Shared Miro Board: https://miro.
	com/welcome/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0
	Q3wzNDU4NzY0NTg1NzM0NTkxOTUxfDE=?share_link_id=817734118424
Team maling list	oss-amos-proj4@lists.fau.de

Last Name	First Name	GitHub User Name	Email Address
Bennani	Abderrahmane	AbderrahmaneBennani	Abderrahmane.Bennani@fau.de
Hirschbeck	Anna	AnnaH3003	anna.hirschbeck@fau.de
Pervana	Sara	saramakishti	sara.pervana@campus.tu-berlin.de
Demirhan	Kübra	kuebrademirhan	kuebra.demirhan@fau.de
Faldu	Rushi Bhupendrabhai	Rushi-faldu	rushifaldu1@gmail.com
Baier	Frederick	frederickbaier	f.baier@campus.tu-berlin.de
Samarakoon	Shanaka Anuradha	shanaka95	shanaka95@gmail.com
Rudani	Vivek	vivekrudani	vivekrudani148@gmail.com
Vadaliya	Preet	preetvadaliya	preet.vadaliya@fau.de
Bhesaniya	Yash	yashbhesaniya	yash.bhesaniya@fau.de

#	Meeting Day	Product Owners	Software Developer	Release Manager	Scrum Master	Comment
1	2024-10-16	N/A	Everyone else	N/A	Anna Hirschbeck	
2	2024-10-23	Sara Pervana	Everyone else		Anna Hirschbeck	
3	2024-10-30	Sara, Rushi	Everyone else	Preet Vadaliya	Anna Hirschbeck	
4	2024-11-06	Sara, Rushi	Everyone else	Shanaka Anuradha Samarakoon	Anna Hirschbeck	
5	2024-11-13	Sara, Rushi	Everyone else	N/A	Anna Hirschbeck	
6	2024-11-20	Sara, Rushi	Everyone else	Abderrahmane Bennani	Anna Hirschbeck	
7	2024-11-27	Sara, Rushi	Everyone else	Vivek Rudani	Anna Hirschbeck	Mid-term due
8	2024-12-04	Sara, Rushi	Everyone else	kubra Demirhan	Anna Hirschbeck	
9	2024-12-11	Sara, Rushi	Everyone else	Frederick	Anna Hirschbeck	
10	2024-12-18	Sara, Rushi	Everyone else		Anna Hirschbeck	
11	2025-01-08	Sara, Rushi	Everyone else		Anna Hirschbeck	
12	2025-01-15	Sara, Rushi	Everyone else		Anna Hirschbeck	
13	2025-01-22	Sara, Rushi	Everyone else		Anna Hirschbeck	
14	2025-01-29	Sara, Rushi	Everyone else		Anna Hirschbeck	Demo day!
15	2025-02-05	Sara, Rushi	Everyone else		Anna Hirschbeck	Retrospective
roduc	t owners, software	developers, and Scurm Ma	aster are set and ideally don't change	over time; the critical part is the Release	Manager role you need to	define here

	- one team goal is to have efficient team meetings - another goal is to finish the project successfully and make our industry partner content
	- to gain experience in agile software development
	 to have a positive happiness chart by the end of the project to develop clean and maintainable code
	- to develop clean and maintainable code
Meeting norms	- it is acceptable to join max 5 minutes late - if a person is more than 5 minutes late, he / she must let the team know in advance
mooting norms	in a person to more than a minuted late, no rane madriet are team know in advance
Working norms	 technical decisions should be made by SD in their respective channel tickets should only be included if they contain a clear user stoy and details concerning the technical implementation ideally all disagreements should be solved through discussion to reach a mutual solution criticism should always be constructive and never personal SD should work independently but we can always ask for help keep good documentation
Working Horms	Recp good documentation
	- POs will lead the meeting as allocated in the planning document
Coordination norms	 - the PO which is not leading the respective part of the meeting is responsible for keeping track - SD choose which work they take on and make sure that everything is covered as required
Coordination norms	- OD choose which work they take on and make sure that everything is covered as required
	- communicating via discord
	- main communication channel is discord / WhatsApp just optional as a backup - acknoledgement of message within 24 hours
Communication norms	- in case of illness communicate as soon as possible via discord - there should be a special channel just for the SD to communicate and discuss technical issues
	- disagreements that affects the whole team / project should be communicated publicly and voted on in order to be solved
Consideration norms	- disagreements concerning technical issues should be discuessed among the SD
	- at leat one review is required to merge to main branch
Cont. improvement norms	- feedback on quality should also be given via comments
Rewards	- give compliments and praise team (members)
	- if a team member fails to to their obligations, a warning will be given - if this should happen again, the team member needs to explain their reasons and state which measures should be taken to ensure it
Sanctions	does not happen again
Signatures	
O. M. H.	
Scrum Master	Anna Hirschbeck
Product owner	Sara Pervana
Product owner	Rushi Bhupendrabhai Faldu
Software developer	Abderrahmane Bennani Vesh Phospika
Software developer	Yash Bhesaniya

Software developer	Kübra Demirhan
Software developer	Vivek Rudani
Software developer	Shanaka Anuradha Samarakoon
Software developer	Frederick Baier
Software developer	Preet Vadaliya

Term	Definition

Product Vision	Project Mission
Our vision is to revolutionize family playtime by integrating neuroscience, child development, and advanced AI technology to create interactive experiences that improve lifelong skills and build strong family connections. We envision a world where every family can transform everyday moments into meaningful opportunities for growth, and joyful play, using the power of AI to adapt to the needs of every child and caregiver.	Our mission is to build a smart, intuitive AI agent that makes high-quality, research-backed play accessible to all families. By using everyday household items and existing toys, MUMBI provides personalized, adaptive play experiences that encourage cognitive, physical, social, and emotional development in young children, while supporting parents in creating meaningful connections. Our focus is on integrating naturally into daily life, being accessible to all parents, and providing scientific integrity, ensuring that every experience is backed by neuroscience and designed for real-world impact.

Sprint #	Sprint goal
1	None
2	None
3	None
4	Optional
5	Finalize the app's UI design based on the guidelines and connect the first half of the onboarding flow questions in the app.
6	Improve and align the UI on the onboarding flow and prepare for mid-project release
7	complete the onboarding flow
8	Setup the multi agent for Playtime session and get user feedback after each playtime
9	
10	
11	
12	
13	
14	
15	

	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			134		70	
Sprints						
-						
2	Initial documentation requirements and introduction to the project Setting up the development environment of the project and initialize software architecture		1 27	133 106	1 21	
3	Setup the auth flow and main screens		8		8	
4	Develop the onboarding questions flow		32	66	26	
5	Finalize the app's UI design based on the guidelines and connect the first half of the onboarding flow questions in the app		21			
6 Features	Improve and align the UI on the onboarding flow and prepare for mid-project release		45	0		
1	Initial documentation requirements and introduction to the project	Host first meeting with IP	1		1	
		nost ilist meeting with in	· ·		'	
2	Setting up the development environment of the project and initialize software architecture	Setup Development Environment	13		8	
		Initialize Software Bills of Materials (SBoM)	2		1	
		Rendering of default README and CI documentation				
		Design team T-shirt and upload in GitHub	2		1	
		Design team logo and upload in GitHub Add CI/CD Workflows for Release Drafter and Checkout Instructions	2		2	
		Create the summary of underlying tech stack	1		1	
		Create the diagram of runtime components	3		3	
		Create the diagram of code components	2		3	
2	Setup the auth flow and main screens	Create a textual explanation of diagrams and choices	2		2	
	Getup the auth now and main screens	FEAT: SignUp page	8		8	
4	Develop the onboarding questions flow					
		[Onboarding flow] Create welcome screen after first-time user authentication	3		2	
		[Onboarding Flow] Find Lottie animations/pictures	3		•	
		[Onboarding flow] Get contextual questions from user - {age of kids} [Onboarding flow] Get contextual questions from user - {energy level}	3		3	
		[Onboarding flow] Get contextual questions from user - {no. of kids}	3		3	
		[Onboarding flow] Get playtime related questions - {type of play}	5		5	
		[Onboarding flow] Update the interactive labels (text)	2		2	
		Setup User Login and Signup (carryover from sprint 3) Update primary and secondary colors in the global configuration	8		8	
5	Finalize the app's UI design based on the guidelines and connect the first half of the onboarding flow questions in the app	a constant and a cons	_			
		[Onboarding flow] Add option to move to the next question	5			
		[Onboarding flow] Create loading screen before playtime activity suggestion	3		2	
		[Onboarding flow] Get playtime questions from user - {duration}	5		5	
		Create a video recording for the whole build process FEAT: Add playtime onboarding question	5		5	
		FEAT: Add playume onboarding question FEAT: Add Welcome Screen	3		2	
		FEAT: Base App navigation and User Auth with custom Formik form component			_	
		FEAT: Energy Level Page				
		FEAT: Number Of Kids Question and Onboarding Screen Feat/app auth flow user age				
		FIX: Add missing dependency for slider				
		FIX: The next button in the onboarding screen is now disabled if the current question is not answered				
6	Improve and align the III on the enhanding flow and propage for mid project release	Improve I II for fanoray levell question	3			
0	Improve and align the UI on the onboarding flow and prepare for mid-project release	Improve UI for [energy level] question create project documentation	2			
		Improve UI for [type of play] question	3			
		Improve UI for sign in	3			
		Improve UI for sign up create and improve UI for [name of user] question	3 2			

Goal	Feature Name Est. Size Remaining	Real Size	Real Remainin
	Improve UI for [age of kids] 2		
	Improve UI for welcome screen 2		
	Improve UI for [duration] question 2		
	Improve UI for [no. of kids] question 2		
	create and finish mid-project release plan 3		
	technical refactor of the onboarding flow		
	tag code for mid-project release 1		
	update primary and secondary color in global configuration 2		
	display welcom screen only for first time users 5		
	improve and test UI for info modal for additional information 2		
	set the global font of the app to inter 5		

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done
1	The feature has been fully implemented, thoroughly tested, and integrated into the app with no critical bugs or performance issues.	All features and tasks planned for the sprint have been implemented, integrated, and tested to confirm they work together, with no major issues or blockers.	The app has been thoroughly tested and functions as intended, handling all expected user inputs and scenarios without critical failures or performance issues.
2	Manual testing is complete, verifying that the feature meets all acceptance criteria.	A comprehensive manual check confirms that the app builds successfully and all new or updated features are stable and functional.	User experience testing is completed, and the app's design is verified to be aligned with design guidelines.
3	Big features are documented inside the code, with clear explanations of functionality, usage, and any relevant edge cases.	Ensure that existing functionality has not been negatively impacted by the sprint changes.	Final regression testing ensures that all features work well together and no issues have been introduced in the overall app experience.
4	The feature has undergone peer review, with the code approved by at least one other team member to ensure quality and maintainability.	The app is ready for deployment, meeting all necessary quality and performance standards.	Design and technical documentation are updated to reflect the final architecture, data flow, and system components.
5	The feature branch has been successfully merged into the main branch, and the pull request is closed and the branch is deleted.	Sprint release notes are prepared, summarizing new features, enhancements, and bug fixes.	The project release has been approved by product owners and the industry partner.
6	The feature's UI/UX has been reviewed to ensure consistency and alignment with design guidelines.		

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			0	0		
Sprints						
7	complete the onboarding flow		32	168		
8	Setup the multi agent for Playtime session and get user feedback after each playtime		34			
9	complete implementing 20% of LLM logic		23			
10	Complete implementing 40% of LLM logic		20			
11	complete implementing 60% of LLM logic		20			
12	complete implementing 80% of LLM logic		21			
13	Complete implementing 100% of LLM logic		25			
14 1	fix bugs, refactor code and prepare for final project review 5		25	0		
Features						
7	complete the onboarding flow	create UI [health consideration]	5			
		[Onboarding flow] Create UI for Items at hand question	5		5	
		Use Gemini API to identify the items on picture taken	8		8	
		[Onboarding flow] display items identified when taking pictures	8			
		[Onboarding flow] create UI for Skills question	3		3	
		Set the user data in firebase	3			
8	Setup the multi agent for Playtime session and get user feedback after each playtime	create UI to show all saved/favourite activity	3			
		[Playtime Ends] Create UI after playtime activity ends	5			
		[Playtime session] Implement 'Stop' button functionality	3			
		[Home Screen] Create the UI for home screen	5			
		[Playtime Ends] 'Add to favorites' functionality after an activity session ends	5			
		[Playtime Ends] Save feedback for each activity in the database	3			
		[Playtime session] Create UI for Playtime session screeen [Playtime Session] Set-up multi-agent models with Genkit	2			
9	complete implementing 20% of LLM logic		23			
9 10	Complete implementing 20% of LLM logic Complete implementing 40% of LLM logic		25			
11	complete implementing 40% of LLM logic		25			
12	complete implementing 80% of LLM logic		25			
13	Complete implementing 100% of LLM logic		25			
14	fix bugs, refactor code and prepare for final project review		25			

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining

Туре	Link / reference

sprint 1 sp	rint 2	sprint 3	sprint 4	sprint 5	sprint 6	sprint 7		sprint 8	sprint 9	sprint 10	sprint 11	sprint 12	sprint 13	sprint 14	sprint 15
1		27	8	32	21	45	32	3							
		رمامه:+برمام	- v+												
	v	relocity cha	al t												
		50													
		40													
		30													
		ate													
		20													
		ŭ													
		10													
		0	0 0 0	(a (a (2 2 2	۸ 0 0	N.	(a							
		Tint.	rint dint dint di	int aint aint	ainto ainto intilo	nt int in int is	it " int"	×							
		97 9	< 9× 9× 9×	9x 9X	e, e, e, e,	81, 81, 81,	eb,								
					sprint										
			30 — 30 — 10 — 10 — 10 — 10 — 10 — 10 —	40 — 30 — 20 — 10 — 10 — 10 — 10 — 10 — 10 — 1	50 40 30 10	To and the state of the state o	50 40 30 20 10 0 Refur Spint S	50 40 30 20 10 0 Rethri ² Rethr	50 40 30 30 10 0 ghth' g	50 40 30 30 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	50 40 30 20 10 Refur Agint Agin	50 40 30 30 10 10 10 10 10 10 10 10 10 10 10 10 10	The state of the s	50 40 40 30 20 10 0 again. aga	50 40 30 20 10 10 10 10 10 10 10 10 10 10 10 10 10

33 306	6 298	266	198	168	8 134	111	9-	1 7	1 50	25	0	
			Burndown	chart								
			400									
			300 —									
			maining —									
			Est									
			o —	Dint 2 Dint 3 Dint	A grint's grint's grint	Torint 8 spirit 9 stirit	10 mint 12 mint 12 min	13 int 14				
			51	D. D. D.			%. %, %,	8h.				
				Estimate remaining 100 —	Estimate remaining	Estimate remaining	Estimate remaining	Estimate remaining of the printing driving dri	Britt, Br	Butter drift, dr	Burn grint g	200 - 100 -

Last Name	First Name	Value			
Bennani	Abderrahmane		#DIV/	#UIV/	
Pervana	Sara				
Faldu	Rushi Bhupendrabhai		O!	0!	
Demirhan	Kübra				
Baier	Frederick		0	No size	
Samarakoon	Shanaka Anuradha		1	Trivial size	
Vadaliya	Preet		2	Small size	
Rudani	Vivek		3	Medium size	
Bhesaniya	Yash		5	Large size	
			8	Very large size	
			13	Too large (size)	
How to play planning poker					
Everyone type their number in	to their value field, don't hit return yet				
2. Someone, perhaps a product of	owner, count down 3 2 1				
3. Then, everyone hit return to su	ubmit their value				

#	Context	Name	Version	License	Comment
	Development	Node.js	v20.14.0	MIT	Core runtime for backend and development tasks.
	Development	NPM	v10.9.0	Artistic License 2.0	Package manager for Node.js dependencies.
	Development	Firebase	v13.23.0	Apache-2.0	Backend-as-a-Service (BaaS) for handling data and authentication.
	Development	Expo	v13.22.1	MIT	Framework for building and deploying React Native apps.
	Development	Typescript	v5.1.3	Apache-2.0	Strongly-typed language for improved code quality and maintainability.
	Development	React	v18.2.0	MIT	Library for building user interfaces, particularly for web applications.
	Development	React Native	v0.74.5	MIT	Framework for building native mobile applications using React.