

<b>Project Name</b>	Mumbi - Personalized Playtime
<b>Online team meeting</b>	<a href="https://fau.zoom-x.de/j/67240113065">https://fau.zoom-x.de/j/67240113065</a>
<b>Production system (if any)</b>	...
<b>Test system (if any)</b>	...
<b>GitHub repository</b>	<a href="https://github.com/amosproj/amos2024ws04-personalized-play">https://github.com/amosproj/amos2024ws04-personalized-play</a>
<b>GitHub feature board</b>	<a href="https://github.com/orgs/amosproj/projects/73/views/2">https://github.com/orgs/amosproj/projects/73/views/2</a>
<b>GitHub imp-squared backlog</b>	<a href="https://github.com/orgs/amosproj/projects/77">https://github.com/orgs/amosproj/projects/77</a>
<b>Team T-shirt (white)</b>	...
<b>Team T-shirt (black)</b>	...
<b>Additional materials</b>	Shared Drive Link: <a href="https://drive.google.com/drive/folders/1fMtj2E90bbCLx5iGJj6nXyAKku2Q0npP?usp=sharing">https://drive.google.com/drive/folders/1fMtj2E90bbCLx5iGJj6nXyAKku2Q0npP?usp=sharing</a> Shared Miro Board: <a href="https://miro.com/welcome/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTg1NzM0NTkxOTUxfDE=?share_link_id=817734118424">https://miro.com/welcome/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTg1NzM0NTkxOTUxfDE=?share_link_id=817734118424</a>
<b>Team mailing list</b>	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
Kraft	Arthur	tech-AK	arthur.kraft@campus.tu-berlin.de
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
Moghbel	Saeid	saeidmoghbel	saeed.moghbel@yahoo.com

#	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	Arthur Kraft	Everyone else		Anna Hirschbeck	
4	2024-11-06	Sara Pervana	Everyone else		Anna Hirschbeck	
5	2024-11-13	Arthur Kraft	Everyone else		Anna Hirschbeck	
6	2024-11-20	Sara Pervana	Everyone else		Anna Hirschbeck	
7	2024-11-27	Arthur Kraft	Everyone else		Anna Hirschbeck	Mid-term due
8	2024-12-04	Sara Pervana	Everyone else		Anna Hirschbeck	
9	2024-12-11	Arthur Kraft	Everyone else		Anna Hirschbeck	
10	2024-12-18	Sara Pervana	Everyone else		Anna Hirschbeck	
11	2025-01-08	Arthur Kraft	Everyone else		Anna Hirschbeck	
12	2025-01-15	Sara Pervana	Everyone else		Anna Hirschbeck	
13	2025-01-22	Arthur Kraft	Everyone else		Anna Hirschbeck	
14	2025-01-29	Sara Pervana	Everyone else		Anna Hirschbeck	Demo day!
15	2025-02-05	Arthur Kraft	Everyone else		Anna Hirschbeck	Retrospective
Product owners, software developers, and Scrum Master are set and ideally don't change over time; the critical part is the Release Manager role you need to define here						

<b>Goals</b>	<ul style="list-style-type: none"> <li>- one team goal is to have efficient team meetings</li> <li>- another goal is to finish the project successfully and make our industry partner content</li> <li>- to gain experience in agile software development</li> <li>- to have a positive happiness chart by the end of the project</li> <li>- to develop clean and maintainable code</li> </ul>
<b>Meeting norms</b>	<ul style="list-style-type: none"> <li>- it is acceptable to join max 5 minutes late</li> <li>- if a person is more than 5 minutes late, he / she must let the team know in advance</li> </ul>
<b>Working norms</b>	<ul style="list-style-type: none"> <li>- technical decisions should be made by SD in their respective channel</li> <li>- tickets should only be included if they contain a clear user story and details concerning the technical implementation</li> <li>- ideally all disagreements should be solved through discussion to reach a mutual solution</li> <li>- criticism should always be constructive and never personal</li> <li>- SD should work independently but we can always ask for help</li> <li>- keep good documentation</li> </ul>
<b>Coordination norms</b>	<ul style="list-style-type: none"> <li>- POs will lead the meeting as allocated in the planning document</li> <li>- the PO which is not leading the respective part of the meeting is responsible for keeping track</li> <li>- SD choose which work they take on and make sure that everything is covered as required</li> </ul>
<b>Communication norms</b>	<ul style="list-style-type: none"> <li>- communicating via discord</li> <li>- main communication channel is discord / WhatsApp just optional as a backup</li> <li>- acknowledgement of message within 24 hours</li> <li>- in case of illness communicate as soon as possible via discord</li> <li>- there should be a special channel just for the SD to communicate and discuss technical issues</li> </ul>
<b>Consideration norms</b>	<ul style="list-style-type: none"> <li>- disagreements that affects the whole team / project should be communicated publicly and voted on in order to be solved</li> <li>- disagreements concerning technical issues should be discussed among the SD</li> </ul>
<b>Cont. improvement norms</b>	<ul style="list-style-type: none"> <li>- at least one review is required to merge to main branch</li> <li>- feedback on quality should also be given via comments</li> </ul>
<b>Rewards</b>	<ul style="list-style-type: none"> <li>- give compliments and praise team (members)</li> </ul>
<b>Sanctions</b>	<ul style="list-style-type: none"> <li>- if a team member fails to to their obligations, a warning will be given</li> <li>- if this should happen again, the team member needs to explain their reasons and state which measures should be taken to ensure it does not happen again</li> </ul>
<b>Signatures</b>	
Scrum Master	Anna Hirschbeck

Product owner	Sara Pervana
Product owner	Arthur Kraft
Software developer	Abderrahmane Bennani
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
The reason of existence of the envisioned product (beyond this project).	The mission of this particular project (in the context of the product vision).

Sprint #	Sprint goal
1	None
2	None
3	None
4	Optional
5	Write your sprint goal here
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	



Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			0	0		
Sprints						
1			0	0	0	0
2			0	0	0	0
3			0	0	0	0
...				0		0
Features						
1						
2						
3						

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			0	0		
Sprints						
1			0	0	0	0
2			0	0	0	0
3			0	0	0	0
...				0		0
Features						
1						
2						
3						

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done

Type	Link / reference

[illegible]

Last Name	First Name	Value					
Bennani	Abderrahmane			#DIV/0!	#DIV/0!		
Hirschbeck	Anna						
Pervana	Sara						
Demirhan	Kübra						
Kraft	Arthur			0	No size		
Baier	Frederick			1	Trivial size		
Samarakoon	Shanaka Anuradha			2	Small size		
Vadaliya	Preet			3	Medium size		
Moghbel	Saeid			5	Large size		
				8	Very large size		
				13	Too large (size)		
How to play planning poker							
1. Everyone type their number into their value field, don't hit return yet							
2. Someone, perhaps a product owner, count down 3.. 2.. 1..							
3. Then, everyone hit return to submit their value							