

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/43fUAl0NT56hWjNjoYQQqg
Team T-shirt (black)	https://www.shirtinator.de/s/JQ9cmxYyQ7KcEvpXKljO-w
Additional materials	Shared Drive Link: https://drive.google.com/drive/folders/1fMtj2E90bbCLx5iGJj6nXyAKku2Q0npP?usp=sharing Shared Miro Board: https://miro.com/welcome/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTg1NzM0NTkxOTUxIDE=?share_link_id=817734118424
Team mailing list	oss-amos-proj4@lists.fau.de

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#	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
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						

	<ul style="list-style-type: none"> - 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
Meeting norms	<ul style="list-style-type: none"> - 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
Working norms	<ul style="list-style-type: none"> - technical decisions should be made by SD in their respective channel - tickets should only be included if they contain a clear user story 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
Coordination norms	<ul style="list-style-type: none"> - POs will lead the meeting as allocated in the planning document - 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
Communication norms	<ul style="list-style-type: none"> - communicating via discord - main communication channel is discord / WhatsApp just optional as a backup - acknowledgement of message within 24 hours - 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
Consideration norms	<ul style="list-style-type: none"> - disagreements that affects the whole team / project should be communicated publicly and voted on in order to be solved - disagreements concerning technical issues should be discussed among the SD
Cont. improvement norms	<ul style="list-style-type: none"> - at least one review is required to merge to main branch - feedback on quality should also be given via comments
Rewards	<ul style="list-style-type: none"> - give compliments and praise team (members)
Sanctions	<ul style="list-style-type: none"> - 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 does not happen again
Signatures	
Scrum Master	Anna Hirschbeck
Product owner	Sara Pervana
Product owner	Rushi Bhupendrabhai Faldu
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

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Product Vision	Project Mission
<p>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.</p>	<p>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.</p>

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						
1	Initial documentation requirements and introduction to the project		1	133	1	
2	Setting up the development environment of the project and initialize software architecture		27	106	21	
3	Setup the auth flow and main screens		8	98	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	45	14	
6	Improve and align the UI on the onboarding flow and prepare for mid-project release		45	0		
Features						
1	Initial documentation requirements and introduction to the project	Host first meeting with IP	1		1	
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	2		2	
		Add CI/CD Workflows for Release Drafter and Checkout Instructions				
		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	
		Create a textual explanation of diagrams and choices	2		2	
3	Setup the auth flow 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}	3		3	
		[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)	8		8	
		Update primary and secondary colors in the global configuration	2		0	
5	Finalize the app's UI design based on the guidelines and connect the first half of the onboarding flow questions in the app	[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	5		5	
		FEAT: Add playtime 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				
			3			
6	Improve and align the UI on the onboarding flow and prepare for mid-project release	Improve UI for [energy level] question	3			
		create project documentation	2			
		Improve UI for [type of play] question	3			
		Improve UI for sign in	3			
		Improve UI for sign up	3			
		create and improve UI for [name of user] question	2			

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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	134		
9	complete implementing 20% of LLM logic		23	111		
10	Complete implementing 40% of LLM logic		20	91		
11	complete implementing 60% of LLM logic		20	71		
12	complete implementing 80% of LLM logic		21	50		
13	Complete implementing 100% of LLM logic		25	25		
14	fix bugs, refactor code and prepare for final project review		25	0		
15						
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 screen	2			
		[Playtime Session] Set-up multi-agent models with Genkit	8			
9	complete implementing 20% of LLM logic		23			
10	Complete implementing 40% of LLM logic		25			
11	complete implementing 60% 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			

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	sprint 1	sprint 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
estimate	1	27	8	32	21	45	32	34							

velocity chart

sprint	estimate
sprint 1	1
sprint 2	27
sprint 3	8
sprint 4	32
sprint 5	21
sprint 6	45
sprint 7	32
sprint 8	34
sprint 9	0
sprint 10	0
sprint 11	0
sprint 12	0
sprint 13	0
sprint 14	0
sprint 15	0

Last Name	First Name	Value		#DIV/0!	#DIV/0!		
Bennani	Abderrahmane						
Pervana	Sara						
Faldu	Rushi Bhupendrabhai						
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							
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							

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