amos2024ws04-planning-document Project Data

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/43fUAI0NT56hWjNjoYQQqg
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/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTq1NzM0NTkxOTUxfDE=?share link id=817734118424
Team maling list	oss-amos-proj4@lists.fau.de

amos2024ws04-planning-document Project Team

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

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amos2024ws04-planning-document Role Assignments

#	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		Anna Hirschbeck	
5	2024-11-13	Sara, Rushi	Everyone else		Anna Hirschbeck	
6	2024-11-20	Sara, Rushi	Everyone else		Anna Hirschbeck	
7	2024-11-27	Sara, Rushi	Everyone else		Anna Hirschbeck	Mid-term due
8	2024-12-04	Sara, Rushi	Everyone else		Anna Hirschbeck	
9	2024-12-11	Sara, Rushi	Everyone else		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
roduct	owners, software	developers, and Scurm Ma	aster are set and ideally don't change	over time; the critical part is the F	Release Manager role you need to	define here
			,			

	<ul> <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>
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
Working norms	<ul> <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 stoy 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>
Coordination norms	<ul> <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>
Communication norms	<ul> <li>communicating via discord</li> <li>main communication channel is discord / WhatsApp just optional as a backup</li> <li>acknoledgement 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>
Consideration norms	- 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 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)
Sanctions	- 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
0:	
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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amos2024ws04-planning-document Product Glossary

Term	Definition

amos2024ws04-planning-document Product Goal

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).

amos2024ws04-planning-document Sprint Goals

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	

amos2024ws04-planning-document Mid-Project Release plan

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release	)					
Total			0	0		
Sprints						
1			0		0	0
2			0	0	0	0
			U	0	U	0
Feature	· E					
i catule						
1						
2						
3						

amos2024ws04-planning-document Final Project Release plan

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release	9					
Total			0	0		
Sprints						
- P						
1			0	0	0	0
2			0	0	0	0
3			0		0	0
				0		0
Feature	es					
1						
2						
3						

amos2024ws04-planning-document Definition of Done

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

Type	Link / reference

amos2024ws04-planning-document Bill of Materials

#	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 application using React.		

amos2024ws04-planning-document Planning Poker

Last Name	First Name	Value			
Bennani	Abderrahmane		#DIV/	#DIV/	
Pervana	Sara				
Faldu	Rushi Bhupendrabhai		0!	01	
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 int	o their value field, don't hit return yet				
2. Someone, perhaps a product of					
3. Then, everyone hit return to su					
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