

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/43fUAI0NT56hWjNjoYQQgg
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/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVMVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTg1NzM0NTkxOTUxfDE=?share_link_id=817734118424
Team mailing 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		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
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

Term	Definition

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	
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	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			28	28		
Sprints						
1	Initial documentation requirements and introduction to the project		1	28	1	28
2	Setting up the development environment of the project and initialize software architecture		19	27	12	27
3	Setup the auth flow and main screens		8	8	9	15
4	Develop the onboarding questions flow			0		6
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					
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				
4	Develop the onboarding questions flow					
		[Onboarding flow] Create welcome screen after first-time user authentication	3			
		[Onboarding Flow] Find Lottie animations/pictures				
		[Onboarding flow] Get contextual questions from user - {age of kids}	3			
		[Onboarding flow] Get contextual questions from user - {energy level}	3		3	
		[Onboarding flow] Get contextual questions from user - {no. of kids}	3			
		[Onboarding flow] Get playtime related questions - {type of play}	5			
		[Onboarding flow] Update the interactive labels (text)				
		Setup User Login and Signup (carryover from sprint 3)				
		Update primary and secondary colors in the global configuration	2			
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			
		[Onboarding flow] Get playtime questions from user - {duration}	5			
		Create a video recording for the whole build process	5			
		FEAT: Add playtime onboarding question				
		FEAT: Add Welcome Screen				
		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				

[illegible]

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
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.		

Type	Link / reference

[illegible]

Last Name	First Name	Value		#DIV/	#DIV/		
Bennani	Abderrahmane			0!	0!		
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							