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/TzdHM3o2OG1VNG92cEhOQU04TjBFZXNUZ2xjcFk4ZVFONHdqckdHRHRJVmVMSEJwUGNIUHRWWVN3VmVESGY0Q3wzNDU4NzY0NTg1NzM0NTkxOTUxfDE=?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
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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	Shanaka Anuradha Samarakoon	Anna Hirschbeck	
11	2025-01-08	Sara, Rushi	Everyone else	Preet Vadaliya	Anna Hirschbeck	
12	2025-01-15	Sara, Rushi	Everyone else	Abdu	Anna Hirschbeck	
13	2025-01-22	Sara, Rushi	Everyone else	Yash	Anna Hirschbeck	
14	2025-01-29	Sara, Rushi	Everyone else	vivek Rudani	Anna Hirschbeck	Demo day!
15	2025-02-05	Sara, Rushi	Everyone else		Anna Hirschbeck	Retrospective

Product owners, software developers, and Scurm Master 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
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	- 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
Coordination norms	- 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	- communicating via discord - main communication channel is discord / WhatsApp just optional as a backup - acknoledgement 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	- 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
Cont. improvement norms	- at leat one review is required to merge to main branch - 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
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
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	Integrate AI agent with button functionality
10	Add UI profile and home screen in the app
11	To do technical refactor and testing - first half
12	To do technical refactor and testing - second half
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	3			
		FEAT: Number Of Kids Question and Onboarding Screen				
		Feat/app auth flow user age	8			
		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			

Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
	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			
8	Setup the multi agent for Playtime session and get user feedback after each playtime		34			
9	integrate AI agent with button functionality.		29			
10	Add UI profile and home screen in the app		26			
11	To do technical refactor and testing - first half		19			
12	To do technical refactor and testing - second half		18			
13	To fix performance issues and give final touch		18			
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		8	
		[Onboarding flow] create UI for Skills question	3		3	
		Set the user data in firebase	3		5	
8	Setup the multi agent for Playtime session and get user feedback after each playtime	[Favourites] create UI to show all saved/favourite activity	3			
		[Playtime Ends] Create UI after playtime activity ends	5		5	
		[Playtime session] Implement 'Stop' button functionality	3		1	
		[Home Screen] Create the UI for home screen	5		5	
		[Playtime Ends] 'Add to favorites' functionality after an activity session ends	5		5	
		[Playtime Ends] Save feedback for each activity in the database	3		2	
		[Playtime session] Create UI for Playtime session screeen	2		2	
		[Playtime Session] Set-up multi-agent models with Genkit	8		8	
9	integrate AI agent with button functionality.	[Playtime session] Integrate generative AI agent for activity instructions	13		13	
		[Playtime ends] Create UI for user to explore more science backed info related to activities	3		2	
		[Playtime session] select kids for new playtime session			3	
		[Playtime session] start a favourite activity by clicking replay	3		2	
		[Playtime session] start a new play from home screen	5		5	
		[Favourites] Update details for saved/ added to favourites	5		8	
10	Add UI profile and home screen in the app	[Profile screen] Create UI for User profile	5		8	
		[Research] Explore how can we implement real time voice input functionality	13			
		[Profile screen] Set up user logout	2		2	
		[Onboarding] add dropdown to select type of chores	3		3	

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
		Implement screen to display history of playtime sessions	3		3	
11	To do technical refactor and testing - first half	Add the Ui to regenerate the activity	2		2	
		[Refactor] General fixes of the Onboarding component				
		[Refactor] Improvements to the playtime session suggestion	5		5	
		Create robots.txt file to hide source code from search engines	1		1	
		[Profile screen] Add new child info through the profile screen	3		3	
		[Refactor] Display info popup when setting the slider of Duration to max	3		2	
		[Refactor] Fixes in the 'Take a picture' step in the Onboarding			5	
		[Testing] Complete testing of authentication flow	1		1	
		[Testing] Complete testing of onboarding flow	3		3	
		[Refactor] Remove 'Good to go' button from the UI	1		1	
12	To do technical refactor and testing - second half	[Testing] Complete testing of the feedback flow after session	2			
		[Testing] Complete testing of the history + favorites screen	2			
		[Testing] Complete testing of the home screen (including start play from home screen)	2		1	
		[Testing] Complete testing of the playtime session flow	3			
		[Testing] Complete testing of the profile screen	2		1	
		[Playtime session] Add button in UI to re-generate an activity	2		2	
		[Refactor] Improvement when starting a new play from home screen	3		3	
		[Refactor] Improvements to the Onboarding flow after first round of testing	2		3	
13	To fix performance issues and give final touch	Solve performance issues in onboarding flow	5			
		Create a demo day slide	2			
		create a demo day video	3			
		Create a demo day presentation	3			
		Add replay button and its functionality in home screen	2			
		[playtime session] add finish button at last step	2			
		update the placcement of stop button to terminate the play	1			

Type	Link / reference

	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	29	26	19	18	18		

velocity chart

	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 remaining	333	306	298	266	245	198	168	134	105	79	60	42	24		

Burndown chart

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							

#	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.