

Project Name	GUI Frame Diff
Online team meeting	https://fau.zoom-x.de/j/67054574883?pwd=d1hjWHcyREZnK3lrb25nN1VBNDVBQT09
Production system (if any)	...
Test system (if any)	...
GitHub repository	https://github.com/amosproj/amos2023ws03-gui-frame-diff
GitHub feature board	https://github.com/orgs/amosproj/projects/27/views/2
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/37
Team T-shirt (white)	https://www.shirtinator.de/s/yUTG2wN7RPi5Ynir3Ch2lg
Team T-shirt (black)	https://www.shirtinator.de/s/PhnvCRArRiObbLkpijVh8A
Additional materials	...

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#	Meeting Day	Product Owner	Software Developer	Release Manager	Scrum Master	Comment
1	2022-10-18	Tobias Frieß & Lukas Mechs	Everyone else	N/A	Noah Kurz	First Meeting
2	2022-10-25	Tobias Frieß & Lukas Mechs	Everyone else	Simon Sasse	Noah Kurz	No Real Work
3	2022-11-01	Tobias Frieß & Lukas Mechs	Everyone else	N/A	Noah Kurz	No Meeting / 2 Week Sprint
4	2022-11-08	Tobias Frieß & Lukas Mechs	Everyone else	Fabian Seitz	Noah Kurz	
5	2022-11-15	Tobias Frieß & Lukas Mechs	Everyone else	Alper Kilicaslan	Noah Kurz	
6	2022-11-22	Tobias Frieß & Lukas Mechs	Everyone else	Luis Günther	Noah Kurz	
7	2022-11-29	Tobias Frieß & Lukas Mechs	Everyone else	Anton Kriese	Noah Kurz	Mid-term due
8	2022-12-06	Tobias Frieß & Lukas Mechs	Everyone else	Simon Sasse	Noah Kurz	
9	2022-12-13	Tobias Frieß & Lukas Mechs	Everyone else	Petro Novotnyy	Noah Kurz	
10	2023-01-10	Tobias Frieß & Lukas Mechs	Everyone else	Fabian Seitz	Noah Kurz	
11	2023-01-17	Tobias Frieß & Lukas Mechs	Everyone else	Anton Kriese	Noah Kurz	
12	2023-01-24	Tobias Frieß & Lukas Mechs	Everyone else	Luis Günther	Noah Kurz	
13	2023-01-31	Tobias Frieß & Lukas Mechs	Everyone else	Alper Kilicaslan	Noah Kurz	
14	2023-02-07	Tobias Frieß & Lukas Mechs	Everyone else	Simon Sasse	Noah Kurz	Demo day!
15	2023-02-14	Tobias Frieß & Lukas Mechs	Everyone else	Luis Günther	Noah Kurz	Retrospective

Goals	Achieving a good overall result that meets the requirements and expectations of our industry partner. Develop a useful software for our industry partner e-solutions.
Meeting norms	Weekly group meeting: Online (zoom) Wednesday 12:30-14:00: Mandatory for all group members Weekly stakeholder meeting: Online Wednesday 15:30-16:30: Mandatory for PO and SM, developers if possible punctuality, no delay is acceptable
Working norms	clean code and software engineering practices
Coordination norms	self assign tickets rest based on capacity Every Taskowner bears the responsibility, to deliver results until the committed due-date
Communication norms	important -> WhatsApp group normal communication -> Teams (max. 3 days response time) be prepared for meetings (open issues and standup e-mails) if someone recognizes that something goes wrong communicate as early as possible
Consideration norms	All product feature decisions are made from the Product Owner All technical decisions are made by the software developers (majority vote) The team votes for a final decision if the whole project gets impacted, Disagreements have to be discussed immediately
Cont. improvement norms	use linter general code rules (use conventions and design guide of the used programming language) code review (use git hub pull request -> reviewer will be assigned randomly by github) use weekly team meeting for general problems and improvements
Rewards	do a final release party
Sanctions	1) if someone does not meet a goal we will discuss in team meeting what should happen 2) team decides what should happen
Signatures	PN
Scrum Master	Noah Kurz
Product owner	Tobias Frieß
Product owner	Lukas Mechs
Software developer	Luis Günther
Software developer	Alper Kilicaslan

Software developer	Anton Kriese
Software developer	Petro Novotnyy
Software developer	Simon Sasse
Software developer	Fabian Seitz

Product Vision	Project Mission
<p data-bbox="136 212 954 240">The reason of existence of the envisioned product (beyond this project).</p>	<p data-bbox="1126 212 1955 240">The mission of this particular project (in the context of the product vision).</p>

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Sprint #	Sprint goal
1	None
2	None
3	None
4	Write your sprint goal here
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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						

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