

Project Name	...
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	...
Team T-shirt (white)	...
Team T-shirt (black)	...
Additional materials	...

Last Name	First Name	GitHub User Name	Email Address	(Probable) Regular Availability	Monday	Tuesday	Wednesday	Thursday	Friday
Frieß	Tobias	Freeze-FF	tobias.friess@fau.de						
Günther	Luis	zino212	luis.guenther@fu-berlin.de		Afternoon	If Urgent	Whole Day	If Urgent	Afternoon
Hüttner	Lukas	lukashuettner	lukas.huettner@fau.de						
Kriese	Anton	akriese	anton.kriese@fu-berlin.de		Whole Day	Afternoon	from 4pm	Afternoon	from 5pm
Kurz	Noah	Noah-Kurz	noah.kurz@fau.de		If Urgent	Afternoon	Whole Day	If Urgent	If Urgent
Mechs	Lukas	lukas-monet	lukas.mechs@fau.de						
Novotnyy	Petro	a-miscellaneous	petro.novotnyy@campus.tu-berlin.de		Evening	Unlikely	Whole Day	Afternoon	Afternoon
Sasse	Simon	simonsasse	simon.sasse@fu-berlin.de						
Seitz	Fabian	fs3itz	fabian.seitz@fau.de		If Urgent from 6pm	Whole Day	Whole Day	If Urgent from 6pm	Unlikely

#	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	
2	2022-10-25	Tobias Frieß & Lukas Mechs	Everyone else	Simon Sasse	Noah Kurz	
3	2022-11-01	Tobias Frieß & Lukas Mechs	Everyone else	Petro Novotny	Noah Kurz	
4	2022-11-08	Tobias Frieß & Lukas Mechs	Everyone else	Fabian Seitz	Noah Kurz	
5	2022-11-15	Tobias Frieß & Lukas Mechs	Everyone else	Lukas Hüttner	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 Novotny	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	Lukas Hüttner	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 recognises 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 projects gets impacted, Disagreements has to be discussed immediatly
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 improvments
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	Lukas Hüttner
Software developer	Anton Kriese
Software developer	Petro Novotnyy
Software developer	Simon Sasse
Software developer	Fabian Seitz

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).

Term	Definition

Sprint #	Sprint goal
1	None
2	None
3	None
4	Write your sprint goal here
5	
6	
7	
8	
9	
10	
11	
12	
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						

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

Type	Link / reference

#	Context	Name	Version	License	Comment

Last Name	First Name	Value					
Frieß	Tobias	5		5.00	OK		
Günther	Luis	5					
Hüttner	Lukas						
Kriese	Anton						
Kurz	Noah			0	No size		
Mechs	Lukas			1	Trivial size		
Novotnyy	Petro			2	Small size		
Sasse	Simon			3	Medium size		
Seitz	Fabian			5	Large size		
				8	Very large size		
				13	Too large (size)		