

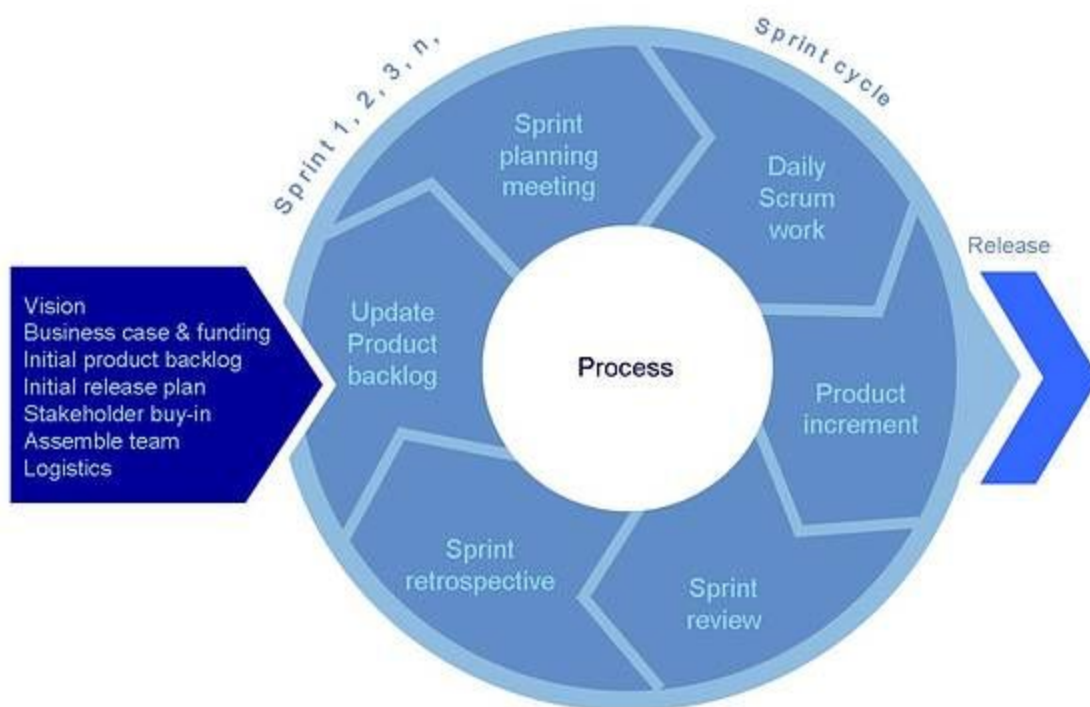
**Start Date :**  
9-13-2016  
**End Date :**  
1-25-2017

**PM :** Joey van der Bie & Bas Pijs van Kooten  
**Product Owner :** Joey van der Bie & Bas Pijs van Kooten  
**Scrum Master :** Axel Kiebooms  
**Scrum Team :**

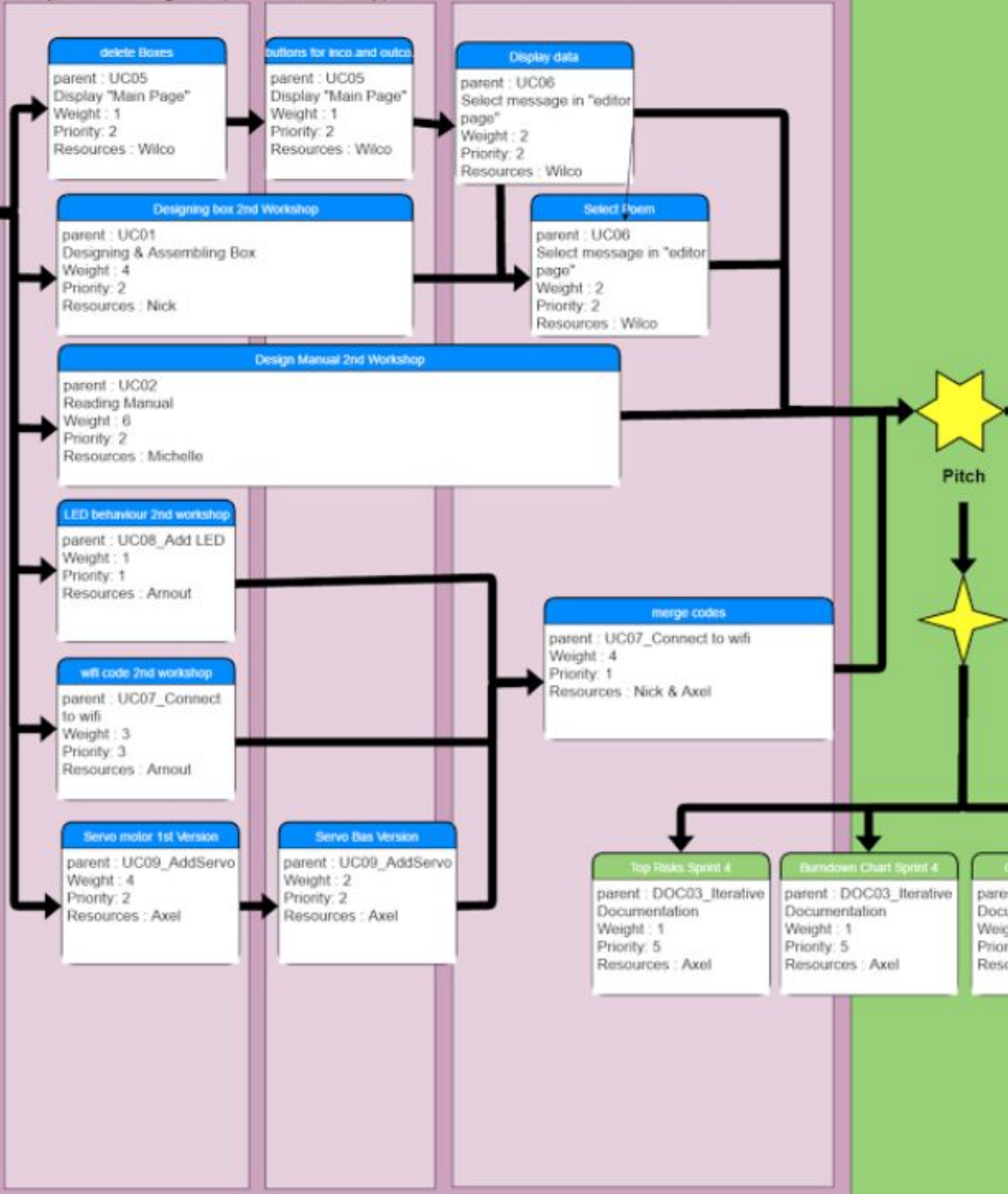
- Axel Kiebooms
- Michelle Rotter
- Wilco Wijdenes
- Arnout Schekkerman
- Nick Leijenhorst

## Scrum docs : Sprint 04

### Scrum Cycle Reminder



## Sprint 04 : Thingscon (Second Workshop)



### organizers want additions:

#### Hardware:

- servomotor -> it moves (hardware)
- makey makey -> platform for children
- Connect device when in another place
- Buttons smaller, so cases can be smaller -> redesign
- Today: new buttons from Bas
- Check if enough material for boxes
- Use QR codes -> mess around with this -> brainstorm how to implement qr codes to improve interactivity between people. (connecting and stuff like that).

#### Software:

- change color picker
  - servomotor to knock
- Possibility to connect to any network
- Make the device a (wifi) access point and connect with your mobile phone and access the website.
- "Captive" portal (default page when connecting/connected)
- Node mcu has to be a web server, so you need html etc.
- See people that are connected to you and their message.
- connection -> enter a piece of text as a message
- Name in addition to code.
- block people
- Show Incoming and Outcoming connections
- value message new: (hex)color, spring constant, damping constant
- Slider to adjust these constant values.
- Change server -> HVA server, Thingscon can host it -> better.

#### Thingscon:

- Around 30 participants, make 40 boxes because they might break.
- Technical people
- Github link
- Motivated to start and modify it
- A lot of different materials/crap, it will be some kind of crafting workshop.
- Box can be the present with a poem -> virtual poem -> linked to your box on the server. -> link to other box you receive poem.
- Allowing people to personalize is a good thing, people like it. -> "make it yours".
- More activities -> games?
- difference:
  - school: people interested in IoT
  - thingscon: people want to know more about IoT and probably know about it a lot already.

#### Idea:

- Powerbanks
- No soldering
- People can code if they want to -> firmware
- Doing api calls with javascript -> website
- IFTT

Don't make a list of activities to inspire them what to do  
people shall come up with ideas, we can help them

The variables of the servo make the servo turn on because of rounding errors so turn it off after a few seconds  
send all the information to the box, color, servo and text so the attendants can use all the data

people shall glue the box  
wires will be soldered by us before  
people can hack the firmware  
link to github available on the manual

write down structure of code (firmware -> Nick and Axel, Backend -> Wilco)  
use url instead of IP address <http://thingscon16.futuretechnologies.nl/>  
show poem in the frontend  
show the process of what the user is doing when he/she presses the button(flowchart)  
message system.  
no introduction to iot, just show them how to play with it

40 boxes lasercutted  
workshop on thursday and friday

build instruction  
adapt pin numbers

slides with instructions instead of in the manual  
email picture name education specials slide

what happens if you press the button  
explain what happens  
with an info graphic

TOP RISKS DURING SPRINT 04

ID	Name	Description	Factor
	Overwritten code	Correct code was overwritten with wrong one	20
	CAD takes too long	The CAD takes too long to develop	20
	Soldering	Soldering takes too long	20
	Wrong UI design	The GUI of the frontend does not look like the GUI design	20
	Schedules Respect	The teammember do not take seriously the schedule estimates and do not respect the plan making schedule estimates deprecated and useless	20
	Internet	Connecting arduino box to internet	16
	Schedule Estimates	Estimates were done badly or there was not enough information for proper estimates	16

Bugs/Defects	Users found undetected defects	16
Team communication	Team members do not spend enough time together and do not communicate	15
Methodology	Failure to follow the methodology designed by the scrummaster	15

Burndown Chart



Use Cases Achievement Overview						
- UC01_Designing & Assembling Box						
- UC02_Reading Manual						
- UC03_Display “Welcome Page”						
- UC04_Display”Editor Page”						
- UC05_Display “Main Page”						
- UC06_Select Message Type in “Editor Page”						
- UC07_Connect to Wifi						
- UC08_Add Led						
- UC09_Add Servo Motor						

- UC10_Add Temperature Sensor						
- UC11_Add Mirco Sensor						
- UC12_Add LED matrix						
- UC13_Detect boxes with IBeacon						
- UC14_Testing&Closing Backend (wilco)						
- DOC01_Start :						
- DOC02_Initiate:						
- DOC03_Iterative Docs						
- DOC04_Closure						

Sprint Retrospective : Based on Nora’s meeting and Arnout’s notes

do stand up meetings  
talk with wilco about the project and include him more in the team  
MAKE A BACKLOG!  
think about how we are going to do the workshop:

- introduction, show stuff, talk less but explain everything
- design the manual
- do a wrap up, feedback
- do it ourselves or not?