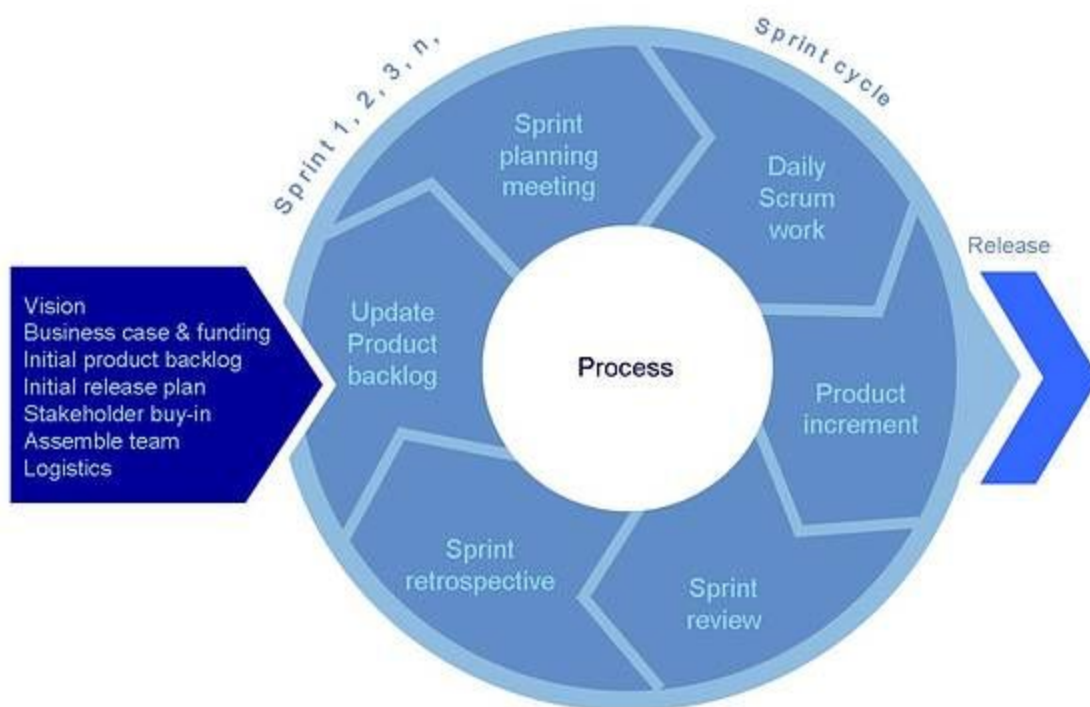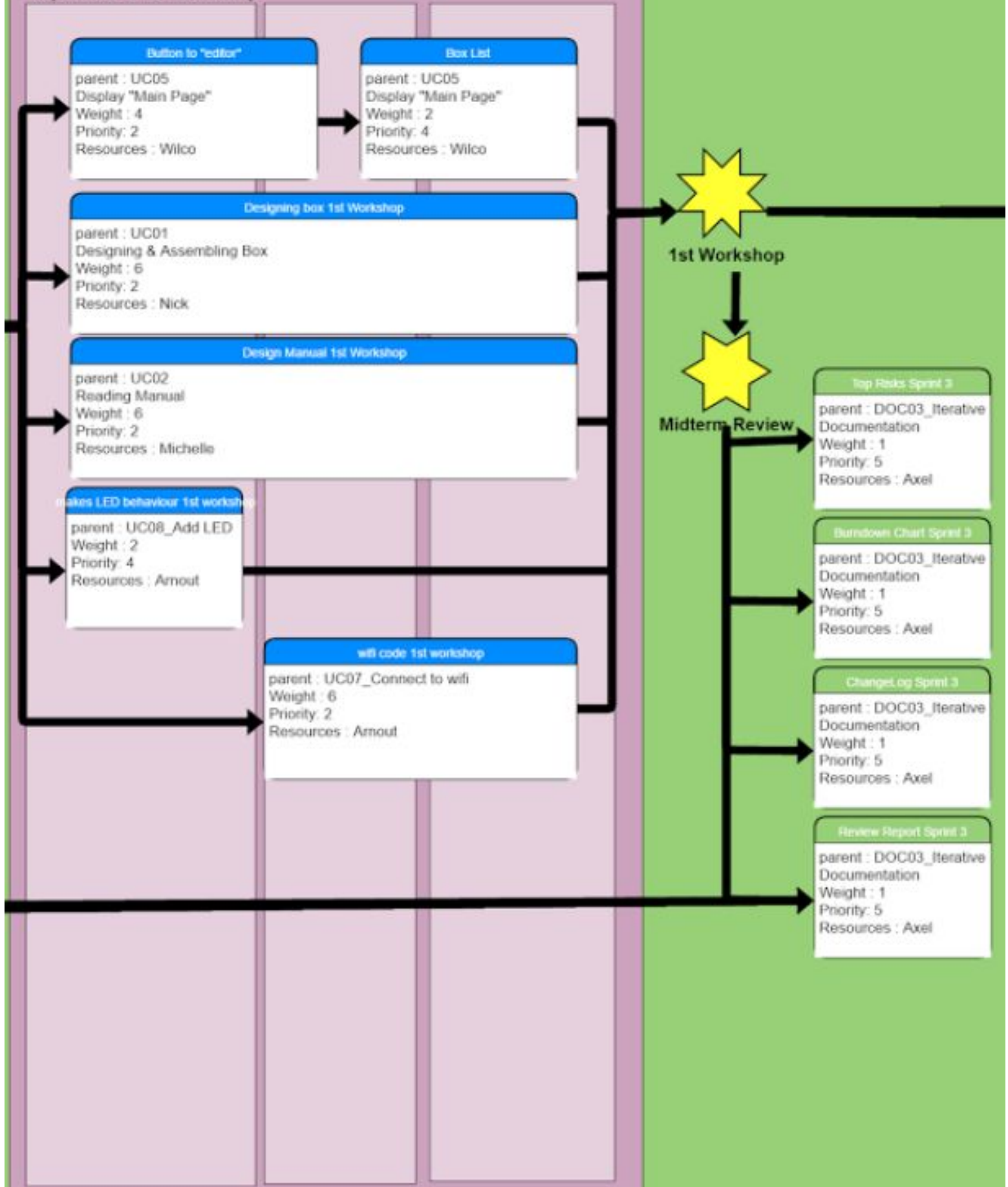|		
INTERNET OF THINGS WORKSHOP	**Start Date :** 9-13-2016 **End Date :** 1-25-2017	**PM :** Joey van der Bie & Bas Pijls van Kooten **Product Owner :** Joey van der Bie & Bas Pijls van Kooten **Scrum Master :** Axel Kiebooms **Scrum Team :** - Axel Kiebooms - Michelle Rotter - Wilco Wijdenes - Arnout Schekkerman - Nick Leijenhorst

Scrum docs : Sprint 03

Scrum Cycle Reminder

Sprint 03 : First Workshop

Button to "editor"
parent : UC05
Display "Main Page"
Weight : 4
Priority: 2
Resources : Wilco

Box List
parent : UC05
Display "Main Page"
Weight : 2
Priority: 4
Resources : Wilco

Designing box 1st Workshop
parent : UC01
Designing & Assembling Box
Weight : 6
Priority: 2
Resources : Nick

Design Manual 1st Workshop
parent : UC02
Reading Manual
Weight : 6
Priority: 2
Resources : Michelle

makes LED behaviour 1st workshop
parent : UC08_Add LED
Weight : 2
Priority: 4
Resources : Arnout

wifi code 1st workshop
parent : UC07_Connect to wifi
Weight : 6
Priority: 2
Resources : Arnout

1st Workshop

Midterm Review

Top Risks Sprint 3
parent : DOC03_Iterative
Documentation
Weight : 1
Priority: 5
Resources : Axel

Burndown Chart Sprint 3
parent : DOC03_Iterative
Documentation
Weight : 1
Priority: 5
Resources : Axel

ChangeLog Sprint 3
parent : DOC03_Iterative
Documentation
Weight : 1
Priority: 5
Resources : Axel

Review Report Sprint 3
parent : DOC03_Iterative
Documentation
Weight : 1
Priority: 5
Resources : Axel

TOP RISKS DURING SPRINT 03			
ID	Name	Description	Factor
	Stability	Technology components lack stability	25
	Schedules Respect	The teammember do not take seriously the schedule estimates and do not respect the plan making schedule estimates deprecated and useless	25
	Wrong UI design	The GUI of the frontend does not look like the GUI design	25
	CAD takes too long	The CAD takes too long to develop	25
	Hardware destroyed	One of the hardware is destroyed and cannot be replaced on tume	25
	Overwritten code	Correct code was overwritten with wrong one	25
	Methodology	Failure to follow the methodology designed by the scrummaster	20
	Team communication	Team members do not spend enough time together and do not communicate	20
	Bugs/Defects	Users found undetected defects	20
	Schedule Estimates	Estimates were done badly or there was not enough information for proper estimates	20

Sprint Review Report based on Bas meeting and notes from Arnout

Components:

Laser cut box without top
Top part of box with button inside of it. There are 3 wires soldered to the button
NodeMCU board
RGB LED strip with 3 wires
USB cable with microUSB connector

First take out all the parts, connect 3 wires from the button to the nodeMCU board.
where?! nick will figure out
 Then connect 3 wires from the RGB LED strip to the nodeMCU board.
where?! nick will figure out

(We use female header cables to connect everything)

Finally, connect the micro USB cable and run the cable through the hole, then connect the USB cable to a power source to turn the device on.

close the box

On the bottom of the box is a sticker with 4-digit code and QR code? With instructions on how to configure the button through a URL.

Week 01 :

- Website increase size of plus sign
- Colorize the hex color (with border)
- Increase space between name and hex color
- Mockup is different

short link for website address

Week 02 :

At the first workshop, there will be no soldering. We will solder cables with female headers to the button, these cables are colour coded, and the manual will say how to connect these female headers to the nodeMCU.

The nodeMCU's are held at customs, so we will probably use the nodeMCU's we already have already. We've got 14 of them so participants will probably/maybe have to work in pairs.

Optionally, participants will be able to engrave their names into the box, not decided yet.

The buttons should have an identifier, this could be a number, a name, qr code. The identifier will be preloaded in firmware, and a sticker needs to be placed on the nodeMCU to show what it's identifier is.

Participants can configure the behavior of the button through a web interface, their button identifier is the 'access code' for the website/dashboard.

Because the identifier is your key for the dashboard, other participants can 'hack' into other dashboards simply by looking at the identifier of other participants.

You can use the web interface/dashboard to configure the action of a button press, for example you can configure your button to enable the led of a button of another participant and give this led a colour of your liking and an interval or delay for example.

For the enclosure, we need to supply the materials ourselves, the Makerlab does not have materials for laser cutting. We need to pick the right plywood which is easy to laser cut. Perhaps Bas can help with sourcing of materials?

We need to use between 4 and 8 RGB LED's in the enclosure, it needs to be bright enough to be visible. We should make a prototype to test how much leds we are going to need.

The workshop will take around 2 hours (was 1 hour before)

ToDo	information	deadline
Design enclosure for the product Nick 14 story points	it will consist of plywood and acrylic. The enclosure will house the button, electronics and USB cable The enclosure is a mix of milky white acrylic and wood, because	Monday 31 Oct

	using wood is cheaper, and faster to assemble.	
Arrange a reservation for tuesday next week for the cutting		asap
laser-cut some parts for the enclosure, and create a prototype		tuesday, 1.11.
Create mockups for the website	Michelle & Wilco 2 spts	Monday 31 Oct
Write down steps for the manual	Michelle & Arnout 2 stps	Monday 31 Oct & tuesday, 1.11.
Think about how the user is gonna follow the workshop. (roadmap)	Group	Monday 31 Oct & tuesday, 1.11.
centralize the server	it's always accessible, and the device will only work on HvA open wifi (for now). Wilco & Axel 2 stps	done
test the rgb leds	Prototype 4-8 rgb leds to test the brightness Arnout & Nick 2 stps	tuesday, 1.11.
Database design	Wilco & Axel 1 spts	1 nov
website design	Wilco & Michelle 2 stps	1 nov
front-end programming	Wilco & Axel 2 stps	4 nov
manual design	Michelle & Axel 14 spts	4 nov
back-end programming	Wilco & Arnout 4 stps	4 nov
Arduino programming	Arnout & Axel 4 stps	4 nov

Week 03 :

- do communication via a server not peer to peer
- get or sockets(bit too complicated for our purpose)
- do a add(+) instead of a chat
- add backend functionality later, make it clear for the attendees

- we could use a framework like bootstrap
- keep it techie oriented, like hex codes
- keep it minimal/simple, use gifs to show the effect. try to make it wordless
- url for my messages, contains a queue or the simple version no queue 1 message message gets deleted when it is seen. arrange the database around the url. write the device software once then use the backend to mess around.
- the queue allows for ddos attacks
- 1 sec delay for the button
- table with button presses
- make 22 boxes
- 10 nodemcu's and couple of vmos thingies, so 15 in total
- buy mdf yourself at gamma, AS FLAT AS POSSIBLE!

Burndown Chart

Decount and Estimated Decount by weeks

● Decount ● Estimated Decount

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

- Make a schedule for after the break, more structure
- Make a weekly schedule, including standup meetings
- Keeps the standups short and clear.
- After the first workshop do an evaluation