Project Name	[amos-ss2021-3d-viewer](https://github.com/amosproj/amos-ss2021-3d-viewer)
Production system (if any)	...
Test system (if any)	...
GitHub repository	https://github.com/amosproj/amos-ss2021-3d-viewer
GitHub kanban board (project)	https://github.com/amosproj/amos-ss2021-3d-viewer/projects/1
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/Fa8JbuJ6Ju4
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/VjV7vafIdUD
Meeting link	https://fau.zoom.us/j/66869909859?pwd=VlkvRGQrM2dOY21sdGtQTkljTmdOQT09
Google Drive	https://drive.google.com/drive/u/0/folders/1-FL7n-J8zQ_g4Nbm_oIYCcWOxMn081qp

Last Name	First Name	GitHub User Name	Email Address
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Schmidtchen	Leon	leonopulos	Leon.Schmidtchen@fau.de
Kraft	Stefan	Kletterer	stefan.kraft@fau.de
Woode de Oliveira	Gloria	Nes55	gloria.woode.oliveira@fau.de
Huang	Shih-Yuan	clairebb1005	clairebb1005@gmail.com
Yao	Tong	ChillYao	elijah.yao@fau.de
Monzon Ronda	Maria	Mm24	maria.monzon@fau.de
Zhang	Liang	Lancelof2019	liang.lz.zhang@fau.de

Goals	1.To have a friendly environment and respect each other
	2.Understand what needs to be done and execute them as requested
Meeting norms	1. We will have mandatory meetings on Wed at 12:30 (most weeks with the industry partner). And a smaller meeting on Mon at 19:00, mostly to finalize the current version
	2. Come 5 minutes earlier to the meeting so that everyone is available at that time, specially that we have partners who are busy.
	3. Not being able to make an appointment needs to be communicated in the WA group in advance
Working norms	1. Always try to find compromise such that everyone is happy
	2.Criticism must always be constructive! Not in an offensive or defensive way. No blame! If it's just feedback to a single person, do it privately via mail
Coordination norms	1.Arash will lead the team meetings and make sure to keep them on track.
	2.The SD team assigns tasks equally amongst all of them. People can speak up for their preferences.
Communication norms	1.There is a whatsapp group and a e-mail chain. Response is to be made within 24 hours (or quicker if urgent)
	2.So far, all communication includes the whole team. Individual members can contact each over personally (i.e., through whatsapp)
Consideration norms	1.Side conversations should only happen at the end of meetings.
	2. Disagreement should be brought up in a constructive manner, with a potential solution. The concerns must be addressed and resolved.
Cont. improvement norms	1. The progress will be tracked via the Kanban board. (idea: Cards will be moved only in meetings, maybe a small meeting every 3 days)
	2.Every piece of code in the final product needs to be looked at by at least 2 people. If there are concerns, they need to be addressed and resolved. Yes, certain outcomes do trigger discussions.
Rewards	1. Congratulate the person for fixing the problem
	2.We go out for an ice cream, cookie or beer when corona is over :)
Sanctions	1.(Possible first in private) talk about the issue. Where it is coming from, and if they can resolve it in the soon future.
	2.Sing a song for all of us (with camera?)

#	Meeting Day	Comment	Coach	Product Owner	Software Developer	Scrum Master	Release Manager
1	2021-04-14		Yes	Arash & Stefan	Everyone else	Stefan	Leon
2	2021-04-21		Yes	Arash & Stefan	Everyone else	Arash	Leon
3	2021-04-28		Yes	Arash & Stefan	Everyone else	Arash	Leon
4	2021-05-05			Arash & Stefan	Everyone else	Arash	Leon
5	2021-05-12		Yes	Arash & Stefan	Everyone else	Arash	Leon
6	2021-05-19			Arash & Stefan	Everyone else	Arash	Leon
7	2021-05-26	Mid-term due	Yes	Arash & Stefan	Everyone else	Arash	Leon
8	2021-06-02			Arash & Stefan	Everyone else	Arash	Leon
9	2021-06-09			Arash & Stefan	Everyone else	Arash	Leon
10	2021-06-16		Yes	Arash & Stefan	Everyone else	Arash	Leon
11	2021-06-23			Arash & Stefan	Everyone else	Arash	Leon
12	2021-06-30			Arash & Stefan	Everyone else	Arash	Leon
13	2021-07-07		Yes	Arash & Stefan	Everyone else	Arash	Leon
14	2021-07-14	Demo day!		Arash & Stefan	Everyone else	Arash	Leon
15	2021-07-21	Retrospective		Arash & Stefan	Everyone else	Arash	Leon

Product Vision

The vision of this product is to create a fast and user-friendly viewer for 3D panoramas, which also features moving between adjacent panoramas and even switching floors. Published under MIT license, the goal is to make it accesible for any organization as well as for any user. For the latter, the viewer should be embedded in websites and should be supported by all the common browsers. Key role is an intuitive UI, which allows zooming and rotating as well as moving and changing floors. Additionally a map shall be displayed in the frame, such that the user does not lose the feeling, for where he´s currently located in the room. The viewer should be extensible to third-party content via an API. This API enables an enourmous amount of different use cases.

Project Mission

The mission of the project is to deliver a web based viewer, that allows to display the panormas of the computer science departments 50th anniversary on the web, without having to pay extensive license costs for other commercial 3D viewers. Detailed information at each booth should be delivered via third-party plugins, which operate on the viewers API.

Term	Definition
IDE	Integrated Development Environment
API	Application Programming Interface
TBA	To Be Announced

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down

Sprint	Status	Source	Impediment	Resolution
1	Created	Stefan	More active discussion in group meetings	keep meetings shorter, everyone switches camera on
1	In-work	Leon	Punctuality in the meetings, especially with partners.	Rather be there 5 Minutes early, than 1 minute late.
2				

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done
	Code has been peer reviewed		
	Documentation has been updated		

Type	Link / reference	

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down

\	Context	Name	Version	License	Comment
0	JavaScript runtime environment Backend	Node.JS	14.16.0	MIT	https://nodejs.org/en/
1	Javascript package manager	npm	7.11.1	Artistic-2.0	https://www.npmjs.com/package/npm
2	JavaScript library and API for animated 3D graphics	three.js	0.128.0	MIT	https://www.npmjs.com/package/three
3	JavaScript API for rendering interactive 2D and 3D graphics	WebGL	2.0.	MIT	https://www.khronos.org/webgl/
4	Pano Viewer HTML elements (on Windows)	typescript-lib	2.0.	Apache-2.0	https://www.typescriptlang.org/docs/handbook/relea
5	Web APIs frontend for display Visualizations basics	DOM (JS)	DOM4	MIT	https://docs.oracle.com/javase/8/docs/api/org/w3c/d

Last Name	First Name	Value			
Zhang	Liang	8			
Schmidtchen	Leon	8		**8.00**	**OK**
Monzon Ronda	Maria				
Woode de Oliveira	Gloria	8			
Huang	Shih-Yuan	8		0	No effort
Yao	Tong	8		1	Minimal effort
				2	Small effort
				3	Medium effort
				5	Large effort
				8	Very large effort
				13	Too large effort