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| Project Name | 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/VjV7vafldUD |
| Meeting link | https://fau.zoom.us/j/66869909859?pwd=VlkvRGQrM2dOY21sdGtQTkljTmdOQT09 |
| Google Drive | https://drive.google.com/drive/u/0/folders/1-FL7n-J8zQ_g4Nbm_oLYCcWOxMn081qp |
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| Last Name | First Name | GitHub User Name | Email Address |
|-------------------|------------|------------------|---------------------------------|
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| 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 other 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 | Stefan | Everyone else | Arash | Leon |
| 3 | 2021-04-28 | | Yes | Stefan | Everyone else | Arash | Leon |
| 4 | 2021-05-05 | | | Stefan | Everyone else | Arash | Leon |
| 5 | 2021-05-12 | | Yes | Stefan | Everyone else | Arash | Leon |
| 6 | 2021-05-19 | | | Stefan | Everyone else | Arash | Leon |
| 7 | 2021-05-26 | Mid-term due | Yes | Stefan | Everyone else | Arash | Leon |
| 8 | 2021-06-02 | | | Stefan | Everyone else | Arash | Leon |
| 9 | 2021-06-09 | | | Stefan | Everyone else | Arash | Leon |
| 10 | 2021-06-16 | | Yes | Stefan | Everyone else | Arash | Leon |
| 11 | 2021-06-23 | | | Stefan | Everyone else | Arash | Leon |
| 12 | 2021-06-30 | | | Stefan | Everyone else | Arash | Leon |
| 13 | 2021-07-07 | | Yes | Stefan | Everyone else | Arash | Leon |
| 14 | 2021-07-14 | Demo day! | | Stefan | Everyone else | Arash | Leon |
| 15 | 2021-07-21 | Retrospective | | Stefan | Everyone else | Arash | Leon |

| Product Vision | Project Mission |
|---|---|
| <p>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.</p> | <p>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.</p> |

| # | Theme | Goal | Feature Name | Est. Size (Feature) | Est. Size (Sprint) | Real Size (Feature) | Real Size (Sprint) | Burn-Down |
|---|-----------------|------|---|------------------------|-----------------------|------------------------|-----------------------|-----------|
| 2 | Basic Viewer | | | | 6 | | 8 | 63 |
| | | | Make the viewer display panoramas | | | | | |
| | | | Undistorting a panorama stored as spherical image | 3 | | 3 | | |
| | | | Allow Rotation of the panorama | 3 | | 5 | | |
| 3 | Basic Viewer | | | | 6 | | 6 | 57 |
| | | | Make the user interact with a panorama | | | | | |
| | | | Refactor Viewer to fit API Architecture | 3 | | 3 | | |
| | | | Panorama Zooming | 3 | | 3 | | |
| 4 | Basic Viewer | | | | | | | |
| | | | Preparing the movement through room | | 16 | | 13 | 51 |
| | | | Display Current Location on Map | 8 | | 8 | | |
| | | | ViewerAPI.move() | 8 | | 5 | | |
| 5 | Extended Viewer | | | | | | | |
| | | | Getting Movement through room done | | 16 | | 12 | 35 |
| | | | Display current viewing direction | 3 | | | | |
| | | | Walking through the room | 8 | | 8 | | |
| | | | Setup Basic API | 5 | | 4 | | |
| 6 | Extended Viewer | | | | | | | |
| | | | Allowing user to switch floors | | 19 | | | 19 |
| | | | Provide ability to change floors (GUI) | 5 | | | | |
| | | | Provide ability to change floors (Backend) | 5 | | | | |
| | | | Documentation | 3 | | | | |
| | | | Walking through room (continued) | 5 | | | | |
| | | | Setup Basic API (continued) | 1 | | | | |

| Sprint | Status | Source | Impediment | Resolution |
|--------|----------|--------|---|--|
| 1 | Resolved | Stefan | More active discussion in group meetings | keep meetings shorter, everyone switches camera on |
| 1 | Resolved | Leon | Punctuality in the meetings, especially with partners. | Rather be there 5 Minutes early, than 1 minute late. |
| 3 | In-work | Stefan | Issues preventing developers from working on their user stories | communicating issues as early as possible & honestly |
| 3 | In-work | Leon | Distribute work equally | |
| 4 | In-work | Tong | Interrupting others while they speak | Following the group contract. |
| 4 | In-work | Tong | Illness not considered during sprint planning | Scrum Master asks for irregular circumstances |
| 4 | In-work | Tong | Insufficient knowledge of git | |
| 4 | In-work | Leon | Problems are communicated just before the deadline | |
| 4 | In-work | Claire | Userstories are not clearly subdivided in smaller tasks | Software developers arrange meetings to divide them |
| 5 | In-work | Stefan | Hardly any DS emails, no communication to PO | Reminders are sent in the whatsapp group |
| 5 | In-work | Stefan | Code Reviews not done in all parts according to DoD | Assign a reviewer in the pull request |
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| # | Theme | Goal | Feature Name | Est. Size (Feature) | Est. Size (Sprint) | Real Size (Feature) | Real Size (Sprint) | Burn- Down |
|----|--|------|--|------------------------|-----------------------|------------------------|-----------------------|---------------|
| 7 | Working on API | | Display current viewing direction | 5 | 13 | | | |
| | | | Setup Event API | 8 | | | | |
| | | | | | | | | |
| 8 | Finalizing API and prevent invalid movements | | Prevent invalid movements | 8 | 13 | | | |
| | | | Finalizing API | 5 | | | | |
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| 9 | Enhance Map usage | | Use map to navigate to a certain panorama / position in the room | 5 | 13 | | | |
| | | | Swap Map and Panorama | 5 | | | | |
| | | | Make Resizing of the window possible | 3 | | | | |
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| 10 | Usability Improvements | | Using panoramas of different resolution for speedup | 3 | 9 | | | |
| | | | Setup animation when switching between panoramas | 3 | | | | |
| | | | Exact dragging | 3 | | | | |
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| 11 | Technical Improvements and fine tuning | | Configuration file for parameter | 1 | 4 | | | |
| | | | Create a specialized animation when switching floors | 3 | | | | |
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| 12 | | | | | | | | |
| 13 | | | | | | | | |

| Term | Definition |
|------|------------------------------------|
| IDE | Integrated Development Environment |
| API | Application Programming Interface |
| TBA | To Be Announced |
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| # | Feature Definition of Done | Sprint Release Definition of Done | Project Release Definition of Done |
|---|---|-----------------------------------|---|
| | Code has been peer reviewed | No severe bugs open | No severe bugs open |
| | Documentation has been updated | all merge conflicts solved | User documentation is available |
| | Code has been included into the release (candidate) | | Developer documentation is available |
| | No syntax / runtime errors | | Code needs to be deployed on Testserver |
| | Code is well structured and formatted | | |
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| \ | 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 | JavaScript library for simple HTML DOM manioulation | Jquery | 3.6. | MIT | https://jquery.org/license/ |
| 5 | Web APIs frontend for display Visualizations basics | DOM (JS) | DOM4 | MIT | https://docs.oracle.com/javase/8/docs/api/org/w3c/d |
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| Type | Link / reference |
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