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/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

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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 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	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	Stefan	Leon
9	2021-06-09			Stefan	Everyone else	Arash	Leon
10	2021-06-16		Yes	Stefan	Everyone else	Stefan	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
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.	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.

#	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	Unsolvable	Leon	Distribute work equally	
4	Resolved	Tong	Interrupting others while they speak	Following the group contract.
4	Resolved	Tong	Illness not considered during sprint planning	Scrum Master asks for irregular circumstances
4	In-work	Tong	Insufficient knowledge of GIT	Watching tutorials
4	Resolved	Leon	Problems are communicated just before the deadline	
4	Resolved	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	Resolved	Stefan	Code Reviews not done in all parts according to DoD	Assign a reviewer in the pull request
7	In-work	All	Misunderstandings occur quite often	Send out messages on friday in the whatsapp group, asking how it is going
7	Resolved	Tong	UserStories sometimes unclear before the sprint planning meeting	Let SDs know about future UserStories

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
8	Working on API				26		20	132
			Display current viewing direction	8		5		
			Showing objects in a fixed position in the world	8		8		
			Support for ContextMenues	8		5		
			Updating the technical documentation	2		2		
9	Enhance User Experience (functional)				22		26	106
			Mapping the Cursor Position to coordinates in the room	8		8		
			Make Zooming and Moving of the panorama independent from the map	3		2		
			Integration of OpenLayers	5		8		
			Showing current viewing direction	3		8		
			Fix resizing of the browser window	3				
10	Enhance User experience (functional)				28		25	84
			Setup Event API	8		8		
			Use map to navigate to a certain panorama / position in the room	8		8		
			Using panoramas of different resolution for speedup	3				
			Fix resizing of the browser window	3		3		
			Provide model for CS department	3		3		
			Fix resizing of the browser window	3		3		
11	Enhance User Experience (non-functional)				22			56
			Finalizing the API	8				
			Show the position of the panorama closest to the mouse	5				
			Prevent Invalid Movements (simple z version)	3				
			Using Arrow keys for navigation	3				
			Using panoramas of different resolution for speedup	3				
			Loading Depth Data via CORS	2				
12	Fine Tuning and Integration				19			34
			Prepare Video and Slides	5				
			Use Arrow keys for navigation	2				
			Fix Moving Behaviour	5				
			Close Fullscreen Map view via the Button	2				
			Integrating a third-party plugin	5				
13	Final Sprint				21			21
			Improve accuracy for panorama markers	8				
			Use Openstreetmaps as Background in the Map	8				
			Swap Map and Panorama	5				

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

#	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 conflics 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		

\	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 manipulation	Jquery	3.6.	MIT	https://jquery.org/license/
5					

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

Type	Link / reference