

<b>Project Name</b>	Bikenest
<b>Project Name</b>	Project 7 - Bike Nest
<b>Production system (if any)</b>	tba
<b>Test system (if any)</b>	QUESTION
<b>GitHub repository</b>	<a href="https://github.com/amosproj/amos-ss2021-bike-nest">https://github.com/amosproj/amos-ss2021-bike-nest</a>
<b>GitHub kanban board (project)</b>	<a href="https://github.com/amosproj/amos-ss2021-bike-nest/projects/1">https://github.com/amosproj/amos-ss2021-bike-nest/projects/1</a>
<b>Team T-shirt (white)</b>	no white shirt in this group
<b>Team T-shirt (black)</b>	<a href="https://www.shirtinator.de/loadBasket/Rt5uogH0E4k">https://www.shirtinator.de/loadBasket/Rt5uogH0E4k</a>
<b>Additional materials:</b>	
<b>Google Drive</b>	<a href="https://drive.google.com/drive/folders/1XHEAhwpWDBkTRTBVAuCJK5oQT-6f9s_n?usp=sharing&amp;ts=6075bde5">https://drive.google.com/drive/folders/1XHEAhwpWDBkTRTBVAuCJK5oQT-6f9s_n?usp=sharing&amp;ts=6075bde5</a>
<b>Slack</b>	<a href="https://amos-projet7-bikenest.slack.com">amos-projet7-bikenest.slack.com</a>
<b>Miro Board</b>	<a href="https://miro.com/welcomeonboard/dN2q72KftEDLI5GcXBRiR8Ry8VwXWrvzn6ByDn57eUBfUsGC5qjsQHofKIWkC1IZ">https://miro.com/welcomeonboard/dN2q72KftEDLI5GcXBRiR8Ry8VwXWrvzn6ByDn57eUBfUsGC5qjsQHofKIWkC1IZ</a>
<b>Figma</b>	<a href="https://www.figma.com/file/cOsJYA19qWxTWzVtPDam2B/Untitled?node-id=2%3A1740">https://www.figma.com/file/cOsJYA19qWxTWzVtPDam2B/Untitled?node-id=2%3A1740</a>

Last Name	First Name	GitHub User Name	Email Address
Gaytan Torres	Maria Elena	elenagaytan	elena.gaytan15@gmail.com
Herbst	Peter	richmandlx	peter.herbst@fau.de
Hassel	Tobias	SaitaoGit	tobias.hassel@fau.de
Belevantsev	Nikolai	NikoBele1	nikolai.belevantsev@fau.de
Kruschel	Sven	s-kruschel	sven.kruschel@fau.de
Meister	Lukas	LukasMeister	lukas.meister@fau.de
Gebauer	Lisa	JodelLisa2Point0	lisa.gebauer@fau.de
Gruner	Lisa	grunerlisa	lisa.gruner@fau.de

<b>Goals</b>	<ul style="list-style-type: none"> <li>• Delivering a high quality and working project. Focus hereby does not lie on considering every edge case, but on creating a functioning show case with a nice look &amp; feel.</li> <li>• Learning from experts (our coach and partner as project management expert and also workshops with a system architecture expert and a user story mapping expert).</li> <li>• Grow and succeed with the own team by mastering challenges.</li> <li>• Understanding and applying the fundamentals of agile methods and app development.</li> </ul>
<b>Meeting norms</b>	<ul style="list-style-type: none"> <li>• Team Meetings are set on each Wednesday (12:30am - 2:00pm) and a placeholder meeting on Monday (8pm – 9pm) via Zoom. Other meetings can be set up depending on the nature of the tasks and availability of group members.</li> <li>• The Scrum Master will keep minutes, record decisions, questions and action items. The minutes will be stored on Google Drive and a template will follow.</li> <li>• The project group uses Slack to keep each other up to date via chats and other features and allows individual meet ups.</li> </ul>
<b>Working norms</b>	<ul style="list-style-type: none"> <li>• Everyone tries his/her best and has a high working morality. When someone struggles though, he/she can always ask for help.</li> <li>• Out of respect and to be as efficient as possible, working on a non-AMOS-relevant task while having a meeting is not tolerated.</li> <li>• Criticism is valued by all team members when given in a constructive way. <ul style="list-style-type: none"> <li>o Feedback Giver: Me-Message and directed towards the content and not the person. Concrete improvement suggestions are recommended.</li> <li>o Feedback-Receiver: Thankfully accepting and in case of disagreement the issue can be constructively and respectfully discussed.</li> <li>o If wanted the Scrum Master can act as a moderator.</li> </ul> </li> <li>• Decisions shall be made by reaching consensus. In cases where this is not possible, decisions shall be made by the majority of votes.</li> <li>• A coding style must be agreed upon and used by everyone.</li> </ul>
<b>Coordination norms</b>	<ul style="list-style-type: none"> <li>• Task responsibility: Each defined task or routine has a priorly defined owner. The owner is responsible to to complete the task, though we support each other as a team when help is required.</li> <li>• We go the extra mile: We not only focus on our own tasks but give and receive feedback to others' work on a regular basis. This ensures we work together as a team, routinize best-practices and allows us to include new and fresh ideas.</li> <li>• Structure: Prior to every meeting an agenda is posted. Of course, anyone can make additions. Every meeting has a time and minutes keeper. The minutes include decisions and action items with an appointed task owner. The tasks will be worked in the kanban board.</li> </ul>
<b>Communication norms</b>	<ul style="list-style-type: none"> <li>• Language: Communication language is English</li> <li>• Channel: The whole team checks slack at least once a day. Depending on the tasks and sprint, we split up into smaller teams of two that will communicate in a priorly agreed way.</li> <li>• Rules: <ul style="list-style-type: none"> <li>a) When communicating, we respect each other and let everyone make their point.</li> <li>b) Also, we criticize content, not the individual behind it.</li> <li>c) If personal issues arise, they should be managed on a private level (Giving feedback and allowing the other person to react; not in front of an audience) first before reaching out to the Scrum Master.</li> <li>d) If issues with the Scrum Master arise, the PO is contacted instead.</li> </ul> </li> </ul>
<b>Consideration norms</b>	<ul style="list-style-type: none"> <li>• Within the team as well as with the coach and industry partner, we want to discuss disagreements openly. The Scrum Master will hereby act as a moderator.</li> <li>• In case an agreement cannot be reached, votes will be counted for a final solution and way forward.</li> </ul>

<b>Cont. improvement norms</b>	<ul style="list-style-type: none"> <li>• Happiness: Stand-Up Emails and the Happiness Index are regularly reviewed by the Scrum Master.</li> <li>• Effectiveness: At the beginning of each sprint, the team evaluates the work done in terms of “What went well?”, “What can be improved?” and “Next steps: How can we improve it for the next sprint?”</li> <li>• Arising issues and problems will be handled through constructive and respectful discussions.</li> </ul>
<b>Rewards</b>	<ul style="list-style-type: none"> <li>• Meetup Nights: Virtual and casual meet ups where the team comes together. This is a great way to bond besides work topics, get to know each other and celebrate success.</li> <li>• Chocolate-Chip Cookies for the team whenever possible</li> <li>• Find at least one compliment for every team member and tell him/her in person each week.</li> </ul>
<b>Sanctions</b>	<ul style="list-style-type: none"> <li>• Being late (original idea!): For every minute late to a meeting, 20 push-ups have to be done.</li> <li>• Causing discomfort for others: Chocolate-Chip Cookies must be sent out to each member.</li> <li>• Violation of any other norm: Compose and sing a “I’m sorry”-Song.</li> </ul>
<b>FAQs</b>	<ul style="list-style-type: none"> <li>• <b>How much time per week do you anticipate it will take to make the project successful?</b> Will be defined after the first two weeks, as we still get organized. Although we will agree as a team on a maximum to ensure the work-life balance for every team member.</li> <li>• <b>How will work be divided among team members?</b> the tasks of PO, Scrum Master and Release Manager are predefined. Besides that, every task and action item are having an owner (see coordination norms).</li> <li>• <b>How will deadlines be set?</b> Deadlines will be set by the team after estimating the workload in accordance with the project plan and schedule (yet to be finalized).</li> <li>• <b>How will you decide who should do which tasks?</b> The task allocation heavily depends on the individual's role in the team and competencies. Besides that, we try to allocate workload as equally as possible and help out if anyone struggles at a certain point.</li> <li>• <b>Where will you record who is responsible for which tasks?</b> The Scrum Master is taking minutes and the Kanban Board and Slack are used to track it.</li> <li>• <b>What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?</b> See Sanctions.</li> <li>• <b>How will the work be reviewed?</b> We give each other feedback on an informal basis during the week and do a recap after each sprint. Also, the team meetings with our coach and partner will determine the quality and progress of the work done.</li> <li>• <b>What happens if people have different opinions on the quality of the work?</b> Every person will have a say and can make their point, in the end everyone is able to vote. If the result is not in the end the PO and coach will have to find an agreement.</li> <li>• <b>What will you do if one or more team members are not doing their share of the work?</b> The Scrum Master will talk to the individual and sanctions (see sanctions) will be imposed. If the team member is not cooperating at all we reach out to the teaching team.</li> <li>• <b>How will you deal with different work habits of individual team members?</b> The meeting structure and use of tools allow as much freedom in terms of work habits for the individual as possible, meaning we define clear time slots and give a structure and expectations for those meetings. Apart from that each member can organize himself/herself as they see fit as long as it does not negatively impact others.</li> </ul>

#	Meeting Day	Comment	Coach	Product Owner	Software Developer	Scrum Master	Release Manager
1	2021-04-14		Yes	Lisa Gebauer	Everyone else	Lukas Meister	N/A
2	2021-04-21		Yes	Lisa Gebauer	Everyone else	Lukas Meister	Maria Elena Gaytan Torres
3	2021-04-28		Yes	Lukas Meister	Everyone else	Lisa Gebauer	Peter Herbst
4	2021-05-05			Lisa Gebauer	Everyone else	Lukas Meister	Tobias Hassel
5	2021-05-12		Yes	Lukas Meister	Everyone else	Lisa Gebauer	Nikolai Belevantsev
6	2021-05-19			Lisa Gebauer	Everyone else	Lukas Meister	Sven Kruschel
7	2021-05-26	Mid-term due	Yes	Lukas Meister	Everyone else	Lisa Gebauer	Lisa Gruner
8	2021-06-02			Lisa Gebauer	Everyone else	Lukas Meister	Maria Elena Gaytan Torres
9	2021-06-09			Lukas Meister	Everyone else	Lisa Gebauer	Peter Herbst
10	2021-06-16		Yes	Lisa Gebauer	Everyone else	Lukas Meister	Tobias Hassel
11	2021-06-23			Lukas Meister	Everyone else	Lisa Gebauer	Nikolai Belevantsev
12	2021-06-30			Lisa Gebauer	Everyone else	Lukas Meister	Sven Kruschel
13	2021-07-07		Yes	Lukas Meister	Everyone else	Lisa Gebauer	Lisa Gruner
14	2021-07-14	Demo day!		Lisa Gebauer	Everyone else	Lukas Meister	Maria Elena Gaytan Torres
15	2021-07-21	Retrospective		Lukas Meister	Everyone else	Lisa Gebauer	N/A

Product Vision	Project Mission
<p>The number of bicycles in Germany has increased steadily in recent years. However, we are also seeing an ever-increasing rise in bicycle thefts (Statista, 2020). With BikeNest, we want to offer people the opportunity to safely park their bicycles in the most convinient spots throughout the city and enjoy additional services like charging opportunities for e-bikes.</p>	<p>The mission of this project is to develop a functioning, end-to-end show-case involving the development of a prototype app and web application that interacts with the respective hardware components (main door and bike lock) of the BikeNest. The app allows users to find free parking spots in BikeNests nearby, that let them securly store their bikes until they return to pick them up.</p>

Term	Definition
Bikespot	A single place inside a Bikenest used to store a bicycle.

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
1	User Access				5		4	
		Deliver	first increment of running software					
			Register via creating a regular account	3		2		
			Login via regular created account	2		2		
2	User Self-Admin				10		13	
		Deliver	increment with basic user handling					
			Prompt Basic Profile	2		2		
			Edit personal information	3		3		
			Select Payment Option (Mockup / PayPal)	5		8		
3	Find a BikeNest				6		8	
		Deliver	increment with basic function to find and select BikeNests					
			Zoom in on map	2		2		
			Bike Nest selection and info box	3		3		
			Detailed Bike Nest information	3		3		
4	Make a reservation							
		Deliver	increment with basic function to reserve a bike storage spot		10		tbd	
			Enter reservation details and estimate costs	5		tbd		
			Reservation information and confirmation	5		tbd		
3	Lock/Unlock				tbd		tbd	
		Deliver	increment with basic function to reserve a bike storage spot					
			Main door unlock screen (Mockup)	tbd		tbd		
			Lock Bike Screen (Mockup)	3		tbd		
			Unlock Bike Screen (Mockup)	3		tbd		
5	While user is gone				5		5	
		Deliver	increment with basic funtion to show storage place, time and costs					
			Overview screen: storage place, current storage time and actual costs (Mockup)	5		5		
6	Pay							
		Deliver	increment with basic function to pay for storage time		tbd		tbd	
			Purchase Summary (Mockup)	tbd		tbd		



#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
1	User Access							
		<b>Deliver</b>	<b>first increment of running software</b>		<b>tbd</b>		<b>tbd</b>	
			Register via creating a regular account	3		2		
			Login via regular created account	3		3		
			Logout	tbd		tbd		
			Reset password	tbd		tbd		
			Login via google / facebook profile (optional)	2		2		
			Receive account activation e-mail (optional)	tbd		tbd		
2	User Self-Admin							
		<b>Deliver</b>	<b>increment with basic user handling</b>		<b>tbd</b>		<b>tbd</b>	
			Prompt Basic Profile	2		2		
			Edit personal information	3		3		
			Select Payment Option (PayPal and Credit Card)	5		tbd		
			Change password					
3	Find a BikeNest							
		<b>Deliver</b>	<b>increment with basic function to find and select BikeNests</b>		<b>tbd</b>		<b>tbd</b>	
			Zoom in on map	2		tbd		
			Bike Nest selection and info box	2		tbd		
			Detailed Bike Nest information	2		tbd		
			Navigate to Bike Nest (via Google Maps)	tbd		tbd		
4	Make a reservation							
		<b>Deliver</b>	<b>increment with basic function to reserve a bike storage spot</b>		<b>tbd</b>		<b>tbd</b>	
			Enter reservation details and estimate costs	5		tbd		
			Reservation information and confirmation	5		tbd		
			Reservation shortcut (when directly scanning front door QR code)	tbd		tbd		
			Make reservation for more than one bike (optional)	tbd		tbd		
3	Lock/Unlock							
		<b>Deliver</b>	<b>increment with basic function to unlock and lock bike nests and bike locks</b>		<b>tbd</b>		<b>tbd</b>	
			Main door unlock screen (Mockup)	tbd				
			Notification to close main door (Mockup)	tbd				
			Lock Bike Screen (Mockup)	3				
			Unlock Bike Screen (Mockup)	3				
5	While user is gone							
		<b>Deliver</b>	<b>increment with basic funtion to show storage place, time and costs</b>		<b>tbd</b>		<b>tbd</b>	

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
			Overview screen: storage place, current storage time and actual costs	5		tbd		
			Notification if duration exceeds estimation (optional)	tbd		tbd		
6	Pay							
		<b>Deliver</b>	<b>increment with basic function to pay for storage time</b>		<b>tbd</b>		<b>tbd</b>	
			Debit final costs from user	tbd		tbd		
			Purchase summary (screen)	tbd		tbd		
			Purchase Summary (E-Mail)	tbd		tbd		
			Purchasing more flexible/individual storage times	tbd		tbd		
7	History							
		<b>Deliver</b>	<b>increment with basic function to view booking history</b>		<b>tbd</b>		<b>tbd</b>	
			View prior reservations and purchases	tbd		tbd		

Sprint	Status	Source	Impediment	Resolution
2	Resolved	Lisa Gebauer	Missing exchange between POs and SDs	The PO and Scrum Master set up biweekly 1:1s with the SDs. During those meetings a secure environment is created for everyone and continuous information exchange realized
				We already implemented a blocker on Monday evenings to discuss issues if required. Now this meeting is mandatory. It helps us to get on the same page.
2	Resolved	Lukas Meister	Improvable exchange between SDs	SDs worked in front and backend teams and communicated within that setup about their respective tasks
3	Resolved	Lukas Meister	Unclear task allocation	Link responsible task owner in the kanban board and define more granular tasks
3	Resolved	Lukas Meister	No cross-team communication between SDs	SDs implemented a meeting only for the developers to discuss respective topics, exchange information on newest updates and alignment on backend/front end issues
4	Resolved	Lukas Meister	Status updates and expectation management between the team and the client did not work smoothly	Establishment of weekly call with client to better align on all sorts of issues and general project progress
4	Resolved	Lukas Meister	Difficulties for POs to formulate tasks for the upcoming sprint	Alignment call with developers and client in order to better plan the scope of the next sprint
4	Resolved	Lukas Meister	Difficulties to define effective DoDs for feature planning	Feedback calls with experts and our developers to get further input

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done
	Code has been peer reviewed	No severe bugs open	Zero bugs open
	Documentation has been updated	Feature test coverage at/above 65% (lines of code)	User documentation is available
	Acceptance criteria are met	Unit tests passed	Developer documentation is available
	Unit testing passed	Integration tests passed	Build/deploy documentation is available
	Product owner accepts the feature and user story		Full code test coverage at/above 70%
	Integration tests passed		Integration tests passed
	No severe bugs open		Unit tests passed

Type	Link / reference

[illegible]

Last Name	First Name	Value					
Gaytan Torres	Maria Elena	3		3.00	OK		
Herbst	Peter	3					
Hassel	Tobias	3					
Belevantsev	Nikolai	3					
Kruschel	Sven	3		0	No effort		
Gruner	Lisa	3		1	Minimal effort		
Gebauer	Lisa			2	Small effort		
Meister	Lukas			3	Medium effort		
				5	Large effort		
				8	Very large effort		
				13	Too large effort		