AMOS Proj2 - Planning Documents

Project Data

Project Name	
Production system (if any)	
Test system (if any)	
GitHub repository	https://github.com/amosproj/amos-ss2021-project2-context-map
GitHub kanban board (project)	https://github.com/amosproj/amos-ss2021-project2-context-map/projects/1
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/UEuo0qppj8j
Team T-shirt (black)	(all white)
Additional materials	
Team Meeting Converence	
Room	https://teams.microsoft.com/l/meetup-join/19%3a3b8f52884ffc4100a4eb47e51093e5a7%40thread.tacv2/1618404049950?context=%7b%2

AMOS Proj2 - Planning Documents Project Team

Last Name	First Name	GitHub User Name	Email Address	Kenntnisse
Wehr	Thomas	derwehr	thomas.wehr@fau.de	JavaScript, RDF, SPARQL, Turtle
Shmelev	Igor	IgorShmelev	igor.shmelev@fau.de	JavaScript, Razor (C#/HTML), C#
Trütschel	Cato	CatoLeanTruetschel	cato.lean.truetschel@fau.de	Typescript (Javascript) frontend, HTML, CSS, SPA (Blazor), C#, SW architecture
Zuber	Yannick	zuberman35	yannick.zuber@gmail.com	Project Management, basics in C & Python
Jablonski	Johannes	joluj	johannes.lukas.jablonski@gmail.com	Typescript (Angular), RxJS, HTML, (S)CSS, SW Architektur
Kopyto	Tobias	PianoRollRepresentation	kopytotobias@gmail.com	etwas Typescript, Java, C#, C++, Python
van de Logt	Jule	julevdl	jule.vandelogt@gmail.com	Project Management, SCRUM, Grundkenntnisse C & Python

AMOS Proj2 - Planning Documents

Team Contract

Goals	Work in a smooth and constructive environment as a team.
	Achieving our project goals within the set time frame.
Meeting norms	Unless it's an emergency, we will let the team know at least the night before, if we cannot participate in a scheduled team meeting.
	Everyone participates and initially talks about their painpoints and mindset for the past week.
Working norms	We agree on a common style guide for code, which everyone has to follow including clear comments. We switch key rolls throughout the project, so everyone gets the chance to participate in different areas.
	We review code together with another team mate (4 - eyes principle). Both developers and product owners will agree on a testing method and apply it for every feature.
Coordination norms	We focus on key problems to not waste meeting time, further discussions will be conducted in a smaller scale.
	For every feature we will assign two team members as responsibles.
	We communicate problems and issues immediately and openly within the team. We ask for help whenever needed. We won't judge team members when they ask for help.
Communication norms	We check our communication channel (Teams) at least once every 24 hours on weekdays.
	We try to communicate criticism in a positve way.
	If we notice possible mistakes in someone's work, we openly communicate it in a friendly and polite way.
Consideration norms	We make decisions based on everyone's best interest (democratic votes).
	We do not judge anyone for having different opinions, but discuss it openly and in a friendly manner.
Cont. improvement norms	We automatically review and test our work on a regular basis according to the agreed manner.
	We track everyone's well-being by regularly checking the happiness index and asking team mates for feedback.
Rewards	We will give out a round of virtual applause for every released feature.
	We will have virtual coffee rounds to chat in a more informal way and celebrate our team work throughout the week.
Sanctions	Whoever joins a meeting late more than 3 times is obliged to sponsor the next virtual coffee meeting.
	If we notice any violations of this team contract, we will point it out to our fellow team mates.
Miriam, Tobias, Johannes, Cato, Igor, Thomas, Jule, Yannick	

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Role Assignments

#	Meeting Day	Comment	Coach	Product Owner	Software Developer	Scrum Master	Release Manager
1	2021-04-14		Yes	Jule	Everyone else	N/A	N/A
2	2021-04-21		Yes	Yannick	Everyone else Jule Joha		Johannes
3	2021-04-28		Yes	Jule	Everyone else		
4	2021-05-05			Yannick	Everyone else	•	
5	2021-05-12		Yes	Jule	Everyone else		
6	2021-05-19			Yannick	Everyone else	Jule	Johannes
7	2021-05-26	Mid-term due	Yes		Everyone else	Cato	Igor
8	2021-06-02			Jule	Everyone else	Yannick	Tobias
9	2021-06-09			Yannick	Everyone else	Yannick	Cato
10	2021-06-16		Yes	Jule	Everyone else	Igor	Thomas
11	2021-06-23			Yannick	Everyone else	Thomas	Igor
12	2021-06-30			Jule	Everyone else	Cato	Thomas
13	2021-07-07		Yes	Yannick	Everyone else	Johannes	Tobias
14	2021-07-14	Demo day!					
15	2021-07-21	Retrospective					

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Product Goal

Product Vision Pr	roject Mission
The contexmap for corporate data KMAP is the best solution, helping companies worldwide to automatically turn company data into valuable insights. By leveraging int	he mission of this project is to create an MVP for KMAP. Core functionality will be stegrating graph data bases, visualizing the graph data in a modular dashboard, and exploring the data with a no-code query builder.

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Product Glossary

Definition
Define the visualization of entities in the graph
Define the visualization of relations in the graph

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Mid-Project Release Tracking

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn- Down
1	Project			,	21	,	10	
			t up of the web page (menu, subpages etc.)					
			#2 "Hello World" - Setup	2		2		
			#6 - Decide on exemplary dataset	3		5		
			#5 - Find and set-up exemplary dataset	3		3		
			#9 - Query Archetypes	3				
			#11 - Information Visualization	3				
			#46 - Page Set up	5				
			#45 - Dashboard	2				
2	Visualiz	zation						
		Visualize	the Dataset in a understandable way					
			#28 - Display Context Graph	8				

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Final Project Release Planning

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

AMOS Proj2 - Planning Documents Impediments Backlog

Sprint	Status	Source	Impediment	Resolution
1	Created	Team	Problem and tasks are still unstructured, real overview over to-do's is currently missing; Team members feel overwhelmed	
2	Resolved	Jule, Yannick	fiiting the expectations of our industry-partners	work-shop for developing new ideas which are shown to our industry partners
2	Unsolvable	Yannick	Miriam gone	-
2	Resolved	Thomas	No real understanding how the endresult needs to look like	clarify with our industry partners, will probably get better in the development process
4	In-work	Igor, Tobias	industry-partners do not want a graph visualization -> how do we design our frontend then?	clarify with our industry partners, with the new priorisation on the no-code-query builder and the overall workflow the visualisation could be solved easier
4	In-work	Igor, Tobias, Johannes, Cato	Relatively imprecise idea and requirements ("product as generic as possible but specialized") of the customer complicates the step-by-step development of the product.	At this point helps the active contact with the customer, which currently happens weekly already. Our POs take good care that the customer's requirements remain realistic and are understandable for us. With the first correct implementation that we can show, a better assessment of the customer's request can be made.
4	In-work	Jule, Yannick	Feeling that the project has deviated from the actual idea of visualization and thus no longer follows the actual "innovation", reduces project motivation.	Despite the deviation - are there points in the project that are innovative? Can we make the views intuitive? Are the individual graph representations appealing? Once the first implementation of the frontend is ready by the team, it will probably lift the project motivation.

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Definition of Done

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done

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Documentation

Type	Link / reference

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Bill of Materials

Name	Version	n License	Comment
React	17.0.2	MIT	https://www.npmjs.com/package/react
React-DOM	17.0.2	MIT	https://www.npmjs.com/package/react-dom
React-Scripts	4.0.3	MIT	https://www.npmjs.com/package/react-scripts
inversify	5.1.1	MIT	https://www.npmjs.com/package/inversify/v/5.1.1
reflect-metadata	0.1.13	Apache 2.0	Polyfill for javascript type metadata needed for DI; https://www.npmjs.com/package/reflect-metadata/v/0.1.13
web-vitals	1.1.1	Apache 2.0	https://www.npmjs.com/package/web-vitals
material-ui/core	4.11.4	MIT	https://www.npmjs.com/package/@material-ui/core
material-ui/icons	4.11.2	MIT	https://www.npmjs.com/package/@material-ui/icons
cypress	5.4.0	MIT	https://www.npmjs.com/package/cypress
clsx	1.1.1	MIT	https://www.npmjs.com/package/clsx
needi driver	423	Anacha 2.0	https://www.npmis.com/package/neo4i-driver
			https://www.npmjs.com/package/nestjs
			https://www.npmjs.com/package/nest/s https://www.npmjs.com/package/nest/s
			https://www.npmjs.com/package/rimraf
			https://www.npmjs.com/package/nest-neo4j
nicot-nico+j	7.2.0	100	Intersit www.ipinje.com/peoregenicst news
	React React-DOM React-Scripts inversify reflect-metadata web-vitals material-ui/core material-ui/icons cypress	React 17.0.2 React-DOM 17.0.2 React-Scripts 4.0.3 inversify 5.1.1 reflect-metadata 0.1.13 web-vitals 1.1.1 material-ui/core 4.11.4 material-ui/icons 4.11.2 cypress 5.4.0 clsx 1.1.1 neo4j-driver 4.2.3 nestjs 7.6.0 reflect-metadata 0.1.13 rimraf 3.0.2	React 17.0.2 MIT React-DOM 17.0.2 MIT React-Scripts 4.0.3 MIT inversify 5.1.1 MIT reflect-metadata 0.1.13 Apache 2.0 web-vitals 1.1.1 Apache 2.0 material-ui/core 4.11.4 MIT material-ui/icons 4.11.2 MIT cypress 5.4.0 MIT clsx 1.1.1 MIT neo4j-driver 4.2.3 Apache 2.0 nestjs 7.6.0 ISC reflect-metadata 0.1.13 Apache 2.0 rimraf 3.0.2 ISC

AMOS Proj2 - Planning Documents Planning Poker

Last Name	First Name	Value			
			TUIVI	TUIVI	
			0!	0!	
Wehr	Thomas		U:	U:	
Shmelev	Igor				
Trütschel	Cato		0	No effort	
			1	Minimal effort	
Jablonski	Johannes		2	Small effort	
Kopyto	Tobias		3	Medium effort	
			5	Large effort	
			8	Very large effort	
			13	Too large effort	