

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 Conference Room	https://teams.microsoft.com/l/meetup-join/19%3a3b8f52884ffc4100a4eb47e51093e5a7%40thread.tacv2/1618404049950?context=%7b%22

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	zuber35	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

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 responsables.
Communication norms	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.
	We check our communication channel (Teams) at least once every 24 hours on weekdays.
	We try to communicate criticism in a positive 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	

#	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	Johannes
3	2021-04-28		Yes	Jule	Everyone else	Jule	Tobias
4	2021-05-05			Yannick	Everyone else	Tobias	Cato
5	2021-05-12		Yes	Jule	Everyone else	Igor	Cato
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					

Product Vision	Project Mission
<p>The contexmap for corporate data KMAP is the best solution, helping companies worldwide to automatically turn company data into valuable insights. By leveraging modular visualizations, we empower the corporate customers throughout the enterprise to find answers to business related questions without deeper coding knowledge. A responsive step-by-step exploration facilitates quick access to the insights needed. KMAP furthers the communication and transparency across companies and along the value-chain.</p>	<p>The mission of this project is to create an MVP for KMAP. Core functionality will be integrating graph data bases, visualizing the graph data in a modular dashboard, and exploring the data with a no-code query builder.</p>

Term	Definition
Nodes	Define the visualization of entities in the graph
Edges	Define the visualization of relations in the graph

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
1	Project	Set-up			21		10	
			A first set 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	Visualization							
			Visualize the Dataset in a understandable way					
			#28 - Display Context Graph	8				

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

[illegible]

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

Type	Link / reference

\	Context	Name	Version	License	Comment
frontend	Creating the Web App's UI	React	17.0.2	MIT	https://www.npmjs.com/package/react
frontend	DOM specific methods for React	React-DOM	17.0.2	MIT	https://www.npmjs.com/package/react-dom
frontend	Scripts and configuration used by React	React-Scripts	4.0.3	MIT	https://www.npmjs.com/package/react-scripts
frontend	Dependency injection	inversify	5.1.1	MIT	https://www.npmjs.com/package/inversify/v/5.1.1
frontend	Dependency injection	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
frontend	measure and analyze performance	web-vitals	1.1.1	Apache 2.0	https://www.npmjs.com/package/web-vitals
frontend	Material UI React components	material-ui/core	4.11.4	MIT	https://www.npmjs.com/package/@material-ui/core
frontend	Material UI icons	material-ui/icons	4.11.2	MIT	https://www.npmjs.com/package/@material-ui/icons
frontend	Testing environment	cypress	5.4.0	MIT	https://www.npmjs.com/package/cypress
frontend	className utilities	clsx	1.1.1	MIT	https://www.npmjs.com/package/clsx
backend	Neo4j driver for JavaScript	neo4j-driver	4.2.3	Apache 2.0	https://www.npmjs.com/package/neo4j-driver
backend	Framework for server-side applications	nestjs	7.6.0	ISC	https://www.npmjs.com/package/nestjs
backend	Polyfill for Metadata Reflection API	reflect-metadata	0.1.13	Apache 2.0	https://www.npmjs.com/package/reflect-metadata
backend	Deep deletion module for node (like `rm -rf`)	rimraf	3.0.2	ISC	https://www.npmjs.com/package/rimraf
backend	Neo4j integration for Nest	nest-neo4j	4.2.3	ISC	https://www.npmjs.com/package/nest-neo4j

[illegible]