

Project Name	...
Production system (if any)	...
Test system (if any)	...
GitHub repository	<a href="https://github.com/amosproj/amos-ss2021-project2-context-map">https://github.com/amosproj/amos-ss2021-project2-context-map</a>
GitHub kanban board (project)	<a href="https://github.com/amosproj/amos-ss2021-project2-context-map/projects/1">https://github.com/amosproj/amos-ss2021-project2-context-map/projects/1</a>
Team T-shirt (white)	<a href="https://www.shirtinator.de/loadBasket/UEuo0qppj8j">https://www.shirtinator.de/loadBasket/UEuo0qppj8j</a>
Team T-shirt (black)	(all white)
Additional materials	...
Team Meeting Conference Room	<a href="https://teams.microsoft.com/l/meetup-join/19%3a3b8f52884ffc4100a4eb47e51093e5a7%40thread.tacv2/1618404049950?context=%7b%22">https://teams.microsoft.com/l/meetup-join/19%3a3b8f52884ffc4100a4eb47e51093e5a7%40thread.tacv2/1618404049950?context=%7b%22</a>

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
Nees	Miriam	AMOSmiriam	miriam.nees@fau.de	Typescript fronted, Vue.js (HTML), Java, JSF

<b>Goals</b>	Work in a smooth and constructive environment as a team.
	Achieving our project goals within the set time frame.
<b>Meeting norms</b>	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.
<b>Working norms</b>	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.
<b>Coordination norms</b>	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.
<b>Communication norms</b>	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.
<b>Consideration norms</b>	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.
<b>Cont. improvement norms</b>	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.
<b>Rewards</b>	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.
<b>Sanctions</b>	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 Kopyto
4	2021-05-05			Yannick	Everyone else	Tobias Kopyto	Cato
5	2021-05-12		Yes	Jule	Everyone else	Igor	Miriam
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	Miriam
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 Kopyto
14	2021-07-14	Demo day!					
15	2021-07-21	Retrospective					

Product Vision	Project Mission
The reason of existence of the envisioned product (beyond this project).	The mission of this particular project (in the context of the product vision).

Term	Definition

[illegible]

[illegible]



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	

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

Type	Link / reference

[illegible]

Last Name	First Name	Value					
				3.00	OK		
Wehr	Thomas	3					
Shmelev	Igor						
Trütschel	Cato	3		0	No effort		
				1	Minimal effort		
Jablonski	Johannes	3		2	Small effort		
Kopyto	Tobias	3		3	Medium effort		
				5	Large effort		
Nees	Miriam	3		8	Very large effort		
				13	Too large effort		