AMOS Project 2 - Planning Documents

Project Data

Project Name	Jirassic Parc
Production system (if any)	
Test system (if any)	
Zoom Meeting	https://tu-berlin.zoom.us/j/67665685134?pwd=eHk3RXViMUtheWlidHdhendGck9PQT09
GitHub repository	https://github.com/amosproj/amos2021ws02-agile-trans-jira
GitHub kanban board (project)	
Team T-shirt (white)	
Team T-shirt (black)	
Additional materials	

AMOS Project 2 - Planning Documents

Project Team

Last Name	First Name	GitHub User Name	Email Address
He	Yichang	woxihyc	yichang.he@campus.tu-berlin.de
Huynh	Thu-My	thumy-huynh	t.huynh.1@tu-berlin.de
Kafedzhieva	Emilia	emiliakaf	emilia.kafedzhieva@campus.tu-berlin.de
Kupkovic	Roman	romankupkovic	romankupkovic1@gmail.com
Pawlowski	Stefan	Stefuniverse	Stefan.Pawlowski@Infinithings.de
Pham	Minh Duc	mdp97	minh-duc.pham@campus.tu-berlin.de
Sivirina	Anastasiia	teanas	a.sivirina@campus.tu-berlin.de
Xie	Wei	stephan1996_xie	wei.xie@campus.tu-berlin.de
Wagner	Martin	Waldleufer	martin.wagner@fau.de

AMOS Project 2 - Planning Documents

Team Contract

Goals	To create a viable Product in Atlassian Market Place	
	To learn Scrum framework by "doing"	
Meeting norms	Write a meeting protocol every meeting	
	Do not be late (not >2 minutes)	
	Communicate if you cannot attend	
	5 minute Smalltalk/Warm-Up	
Working norms	Do not commit anything that is not working and/or badly documented	
	Commit message has to be short and clear	
	Work division via issue assignment	
	Release candidate has to be ready before the team meeting	
Coordination norms	Organize work on current PDF deliverables in Google Drive folders and the code on GitHub	
	Put labels and story points on issues	
	Thursday meeting starts with retrospective of the previous sprint and ends with a defined plan for the next sprint	
	Have two internal weekly meetings (Thursday + flexible decided upon Doodle)	
Communication norms	Discord for voice and Telegram for written communication	
	Open communication during daily/weekly	https://happy-amos.appspot.com - 2 per week
Consideration norms	Polls for decision making (majority rule)	
	On disagreement, make a second poll	
	Story points decision upon planning poker (discuss on disagreements and play again)	
Cont. improvement norms	Kanban board on github for progress tracking	
	Write standup emails at least twice per week to inform others about encountered problems and your upcoming tasks	
Rewards	Play a round of scribbl	
Sanctions	Minor failure: Punishment Jar> Financing next "Team-Event"	
	Major failure: Punishment Issue -> issue from the board chosen by the rest of the team	
	Severity of penalties is decided by a poll within the team	

AMOS Project 2 - Planning Documents

Role Assignments

#	Meeting Day	Comment	Coach	Product Owner	Software Developer	Release Manager	Scrum Master	Product Owner	Scrum Master	Release Manager
1	2021-10-21		Yes	Minh Duc Pham	Everyone else	Stefan	Coach	Thu-My Huynh		Yichang
2	2021-10-28		Yes	Minh Duc Pham	Everyone else	Stefan	Coach	Minh Duc Pham		Thu-My
3	2021-11-04		Yes	Minh Duc Pham	Everyone else	Stefan	Coach	Yichang He		Emilia
4	2021-11-11		Yes	Minh Duc Pham	Everyone else	Roman	Coach			Roman
5	2021-11-18		Yes	Minh Duc Pham	Everyone else	Stefan	Coach			Stefan
6	2021-11-25		Yes	Thu-My Huynh	Everyone else	Minh Duc	Coach			Minh Duc
7	2021-12-02	Mid-project relea	Yes	Thu-My Huynh	Everyone else	Anastasiia	Coach			Anastasiia
8	2021-12-09			Thu-My Huynh	Everyone else	Wei	Chen Karen			Wei
9	2021-12-16			Thu-My Huynh	Everyone else	Yichang	Max Muster			
10	2022-01-13		Yes	Thu-My Huynh	Everyone else	Emilia				
11	2022-01-20			Yichang He	Everyone else	Roman				
12	2022-01-27			Yichang He	Everyone else	Stefan				
13	2022-02-03		Yes	Yichang He	Everyone else	Minh Duc		To be adjusted		
14	2022-02-10	Demo day / final	release	Yichang He	Everyone else	Anastasiia				
15	2022-02-17	Project retrospec	tive due	Yichang He	Everyone else	Wei				
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Product Goal

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).

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Product Glossary

Term	Definition

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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

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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

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Impediments Backlog

Sprint	Status	Source	Impediment	Resolution

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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 Meeting protocol	Link / reference
Meeting protocol	https://docs.google.com/document/d/1TzDhPqwDj7Wwa0orU6DdkGP75kFqGniDK6p025cxaC8/edit?usp=sharing

AMOS Project 2 - Planning Documents

Bill of Materials

١	Context	Name	Version	License	Comment

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Planning Poker

Last Name	First Name	Value			
He	Yichang	5			
Huynh	Thu-My	5	5.00	OK	
Kafedzhieva	Emilia		5.00	UN	
Kupkovic	Roman				
Pawlowski	Stefan		0	No size	
Pham	Minh Duc		1	Trivial size	
Sivirina	Anastasiia		2	Small size	
Xie	Wei		3	Medium size	
Wagner	Martin		5	Large size	
			8	Very large size	
			13	Too large (size)	