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Project Team

Last Name	First Name	GitHub User Name	Email Address	Prefered Role / Technical Area
Tech	Berinike	BerinikeTech	niketech@web.de	Blockchain / Solidity
Heil	Dominic	dominic-heil	d.heil@campus.tu-berlin.de	CI / CD - React - JS - (Python Backend)
Steinkohl	Felix	steinkohl	steinkohl@campus.tu-berlin.de	CI / CD - Backend (- Frontend)
Stender	Nick	Floinko	stender@campus.tu-berlin.de	Backend
Ehmendörfer	Christoph	krisutofu	christoph.ehmendoerfer@campus.tu-berlin.de	jump in (Backend / Frontend)
Pilgrim	Jannis	NonFT	jannis.pilgrim@gmail.com	Database / Python
Le	Ba Que	tuilagio	b.le@tu-berlin.de	Frontend (React) - Python backend
Naumov	Nik	NickZecamp	nikum@live.se	JS, UI/UX

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Project Data

Project Name	NFT the world!
Production system (if any)	https://amosproj.github.io/amos2021ws07-nft-development/
Test system (if any)	
GitHub repository	https://github.com/amosproj/amos2021ws07-nft-development
GitHub kanban board (project)	https://github.com/amosproj/amos2021ws07-nft-development/projects/1
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/hQlmSTVUG0E
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/hQlmSTVUG0E
Additional materials	
7. a.m	https://bu.b.orlin.zoom.us/i/CE003C470EE2pud=\/\// LUZ//2lp\//20=\/\// bubE/\/\//bubL/Z0dp\/\/Z=00
Zoom	https://tu-berlin.zoom.us/j/65882617955?pwd=WHJKV3lnN20zNWUvbFMwbHZ0dnNyZz09
Jitsi (fallback)	https://meet.innocampus.tu-berlin.de/amos7
Happiness	https://happy-amos.appspot.com/Project?project=6300169943384064&course=6014071715397632
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Slack	https://join.slack.com/t/campus-xuz7131/shared_invite/zt-xqnhb1i9-hzKoRSLynqkTrq_w8mNA

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Team Contract

Goals	We want to learn about agile methods, good team work and practice team work. We want to build a cool open-source piece of software and "valuable" NFTs.
Meeting norms	We meet at least once a weak during the project.
,	Please excuse yourself when you know that you'll be missing (like illness, important appointment) otherwise we want to not more than 15min late but on time in the average case. Single lapses or emergencies are permissible.
	We try to reach consensus where possible. As last resort we respect the majority rule for decisions which affect the whole team. Exceptional decisions for individual team members are possible for special circumstances.
Working norms	We participate fairly. It doesn't mean that everyone is equally fast or performing but that we are willing to invest time like others are. We individually contribute to the project to perform for our Credit Points.
	Work is distributed in team meetings together.
	Team work should be a safe space for everyone and allow for clarifying work or personal conflicts or appropriate criticism. You may contact Jule as person of trust for non-technical problems and as mediator for anonymous criticism.
	We value quality over quantity, maintainability over many features.
Coordination norms	No one is forced to do something s/he really doesn't want. Volunteers are considered first. If no one is willing to do a task and assignment is needed then democratic allocation.
	We let others say their (valid) opinion and avoid insults, harassment, discrimination due to individual properties like gender, color We don't expect each other to respond during weekends. We expect responses in 48h within week. We try to answer at least next day. We use team Channels on Slack for help.
Communication norms	We confess that nobody is perfect. We accept criticism of ourselves and permit others to correct us.
Consideration norms	We try to clear misunderstanding and create understanding instead of bashing others for disagreement. We don't want to be self-opinionated and give examples rather than just stating to be right.
Consider attornior ms	We don't want to be sen-ophinonated and give examples father than just saturing to be right.
Cont. improvement norms	There is continous review of code and our wellbeing by using the "happyness index". We will use Scrum-relaed methods to track progress. Coding, Style and review rules and guidelines are respected for the reason of code health and team work. Syntax Formatters will be used if they are needed to ensure style guidelines. If someone can't finish story points over two weeks then we try to find a solution for improvement. Workload estimation isn't perfect. We will tell if work turns out to be more effort than estimated.
Rewards	People will be granted NFTs under applause. 2 Story Points = 1 NFT.
Sanctions	People who clearly violate rules multiple times should either write a poem, do extra work or obtain remaining User stories instead of free choice.
Signatures [optional picture]	I hereby declare to try and be willing to comply with our team contract [required]:
Unistoph Elmandorfer	
V V	Christoph Ehmendörfer
	Nick Stender

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Role Assignments

#	Meeting Day	Comment	Coach	Product Owner	Software Developer	Release Manager	Scrum Master
1	2021-10-21		Yes	Christoph	Everyone else	N/A	Coach
2	2021-10-28		Yes	Nick	Everyone else	Christoph	Coach
3	2021-11-04		Yes	Nike	Everyone else	Dominic Paul Christian	Coach
4	2021-11-11		Yes	Dominic	Everyone else	Que	Coach
5	2021-11-18		Yes	Christoph	Everyone else	Nikita	Coach
6	2021-11-25		Yes	Nick	Everyone else	Jannis Max	Coach
7	2021-12-02	Mid-project relea	Yes	Christoph	Everyone else	Felix	Coach
8	2021-12-09			Nick	Everyone else	Nick	tbd
9	2021-12-16			Jannis	Everyone else	Berinike	tbd
10	2022-01-13		Yes	Jannis	Everyone else	Christoph	tbd
11	2022-01-20			Jannis	Everyone else	Dominic Paul Christian	tbd
12	2022-01-27			Felix	Everyone else	Que	tbd
13	2022-02-03		Yes	Felix	Everyone else	Nikita	tbd
14	2022-02-10	Demo day / final	release	Felix	Everyone else	Jannis Max	tbd
15	2022-02-17	Project retrospec	tive due	Felix	Everyone else	Felix	tbd

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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).
NFTs allow for a new digital decentral market where people can create, collect and trade virtually represented things. It has great potential for the worldwide community to participate in an open market, to empower more people to produce and supply.	Our project can contribute to the vision by creating an example application which generates valid NFTs and automatizes important steps in order to lower the usability hurdles.
Additionally, it allows for new business models like crypto games or crypto funding and can leverage several benefits of the blockchain technology to reduce (transaction and marketing) costs and achieve security/protection goals that are relevant for practically every digital business.	As an open source project, the mechanism can be used by others to more easily use and integrate NFT generation into own software for several non- or commercial purposes.

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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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Impediments Backlog

Sprint	Status	Source	Impediment	Resolution
				Democratic voting before deciding things
				Slack: Poll Function
1		Nike	Communication - feeling of people being "superior"	Zoom: Reactions
				Getting used to the process with more time
1		Nick N	Chaotic in general	If needed: coaching sessions with Jule
1		Nick S	Work quite late - finish last minute	Try to start work already at the beginning of the sprint
1		Nick S	Double PO role - hard to communicate; no close collaboration	try to improve communication by having meetings previous to talking with industry partner
1		Christoph	Not too much experience in communication within teams/ groups	Give clear instructions to other team mates on how you would like the communication - be on time for the meetings
1		Dominic	Unstructured Meetings	Prepare Agenda for the meeting - send it out beforehand have a moderator for the meeting
		Bollinic	Onstructured infectings	Focus on essential topics and try to only talk little about
1		Dominic	Unnecessary comments during meetings	"personal issues" to stay in the timeframe

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Final Project Release Plannning

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

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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

Requirements Smart Contract Requirements Backend Architecture Mttps://docs.google.com/drive/u/0/folders/1hSw9R6SqZH5jMlMtA_EySslABxfzBTdA Website requirements https://docs.google.com/document/d/1XSkG0V8GKgFLEi4khz0xZapYmKVoykUJ4RExn-6pNFQ	
Architecture https://drive.google.com/drive/u/0/folders/1hSw9R6SqZH5jMlMtA_EySslABxfzBTdA	
Website requirements https://docs.google.com/document/d/1XSkG0V8GKgFLEi4khz0xZapYmKVoykUJ4RExn-6pNFQ	

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Bill of Materials

١	Context	Name	Version	License	Comment
1	Frontend framework	React	17.0.2	MIT	
2	Frontend library	Material UI (Core)	4.12.3	MIT	
3	Frontend library	Material UI Icons	4.11.2	Apache License 2.0	
4	Frontend library	ESLint	7.32.0	MIT	
5	Database	MariaDB	10.6.3	GPL, LGPL	Because inclusion in appwrite, Similarity to PostgresDB
6	Backend Framework	Appwrite	0.11.4	MIT	Includes MariaDB
7					

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Planning Poker

Last Name	First Name			
Tech	Berinike	3		
Heil	Dominic	5	3.33	NOK
Steinkohl	Felix	3	3.33	NON
Stender	Nick			
Ehmendörfer	Christoph		0	No size
Pilgrim	Jannis	3	1	Trivial size
Le	Ba Que	3	2	Small size
Naumov	Nik	3	3	Medium size
			5	Large size
			8	Very large size
			13	Too large (size)