



# AMOS SS 2022 Project 2 - Planning Documents



Datei Bearbeiten Ansicht Einfügen Format Daten Tools Erweiterungen Hilfe Letzte Änderung vor wenigen Sekunden



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	A	B
1	Project Name	Audit Chain
2		
3	Online team meeting	<a href="https://fau.zoom.us/j/63420352046?pwd=TElTeFZoTDFXNVRYUWVVCr1ZpQmVPdz09">https://fau.zoom.us/j/63420352046?pwd=TElTeFZoTDFXNVRYUWVVCr1ZpQmVPdz09</a>
4		
5	Production system (if any)	...
6	Test system (if any)	...
7		
8	GitHub repository	<a href="https://github.com/amosproj/amos2022ss02-audit-chain">https://github.com/amosproj/amos2022ss02-audit-chain</a>
9	GitHub kanban board (project)	<a href="https://github.com/amosproj/amos2022ss02-audit-chain/projects">https://github.com/amosproj/amos2022ss02-audit-chain/projects</a>
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11	Team T-shirt (white)	...
12	Team T-shirt (black)	...
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14	Additional materials	...
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Project Data

Project Team

Team Contract












Role Assignments

Product Glossary

Product Goal

Mid-Project Rel



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A1 ▾ *fx* Last Name

	A	B	C	D
1	Last Name	First Name	GitHub User Name	Email Address
2	Schmidt	David	Lavicola	david.dav.schmidt@fau.de
3	Shanabhag	Gajanana	gdshanbhag	gajanana.shanabhag@fau.de
4	Mazzini	Francesco	francescomazzini	francesco.mazzini@fau.de
5	Linkies	Sebastian	jaRulez	sebastian.linkies@fau.de
6	Papadaki	Anastasia	annipap	anastasia.p.papadaki@fau.de
7	Rehm	Ronja	ronjarehm	ronja.rehm@fau.de
8	Khalid	Muhammad Ibrahim	ibs337	ibrahim.khalid@fau.de
9	Srikhaolan	Charinee	CharineeSrikhaolan	Charinee.Srikhaolan@fau.de
10	Saifullah	Khaled	ksnishat	khaled.saifullah@fau.de
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Project Data ▾

Project Team ▾

Team Contract ▾

Role Assignments ▾

Product Glossary ▾

Product Goal ▾

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A1		$\sum$	Goals
	A	B	
1	<b>Goals</b>	Learning objectives: Gaining knowledge about agile methods and continuous improvement of required skill set (i.e. coding). Moreover, interpersonal relationships are also an important objective. To meet all team members with respect and working a focused but pleasure working atmosphere. Finally, we aim to achieve our defined project goals and work closely and efficient with our industry partner.	
2			
3	<b>Meeting norms</b>	Mandatory team meeting time is on wednesday at 12.30 for our sprint session, which takes 90 minutes. Additionally, we will meet weekly our industry partner to discuss our progress and requirements and meeting eventually a second time per week if required.	
4			
5	<b>Working norms</b>	Team members should discuss objectively and decisions have to be made unanimously. Overall attendance have to above > 80% and team members have to be punctual (not later than 5 minutes!). Criticism should be formulated in a constructive manner and and in case of different opinions, a compromise have to be find. We stick to our defined coding guidelines, our sprint sessions are conducted regarding to the SCRUM rules and in case of major changes in code we will notify all software developers. If team member face troubles with each others, the team is expected to support the individuals and find a solution, which fit to their opinions.	
6			
7	<b>Coordination norms</b>	The Scrum Master has the role of the moderator and support the team in lead us through the agenda of our meetings, the roles of Scrum, approach interpersonal problems and help us to deliver required artifacts on time. The Release manager is responsible for the technical part of every sprint - the software developers agree on the Release manager every sprint.	
8			
9	<b>Communication norms</b>	The sprint sessions on wednesday will be held in Zoom. Apart from our regular meeting, the team communicates via Discord, which has to be checked regularly - the response time should be within 24 hours. Personal communication, in case of urgent matters, is always be possible. Our internal files platform will be a Google Drive folder.	
10			
11	<b>Consideration norms</b>	In case of disagreements the team discusses openly but objectively, all opinions are welcome. The majority of votes has to be made upon the impact of the decision and the urgency, in case of not achieving a compromise the Scrum master needs to be contacted.	
12			
13	<b>Cont. improvement norms</b>	The team progress is tracked how efficiently the team breaks down problems into tasks and if the team is able to solve all issues in the sprint session. SD's giving each other constructive feedback, if there is a more efficient solution or coding style. In case of good team collaboration (Happiness index) and productive working atmosphere we will go out for a beer.	
14			
15	<b>Rewards</b>	Going out for a beer and making each other compliments.	
16			
17	<b>Sanctions</b>	Recurring laxity in commitment of a team member have to be discussed in the team and the Scrum master tries to motivate the team member. In case of continuous decline, we contact the assistants of Prof. Riehle. For acceptable excuses, it is encouraged to notify beforehand any problems are faced.	
18			
19	<b>General Norms</b>	Always be kind, respect each other and discuss problems openly. Ask for assistance of Prof. Riehle if necessary.	
20			
21	<b>Signature</b>	Sebastian Linkies, Ronja Rehm, David Schmidt, Gajanana Shanabag, Francesco Mazzini, Anastasia Papadaki, Ibrahim Khalid, Khaled Saifullah, Charinee Srihaolan	
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Product Glossary ▾

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Project Team ▾

Team Contract ▾

Role Assignments ▾

Product Glossary ▾

Product Goal ▾

Mid-Project Release Tracking ▾



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Release Tracking ▾

Final Project Release Planning ▾

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Planning Poker ▾



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Documentation ▾

Bill of Materials ▾

Planning Poker ▾

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Release Tracking

Final Project Release Planning

Definition of Done

Documentation

Bill of Materials

Planning Poker

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	A	B	C	D	E	F	G	H
1	<b>Last Name</b>	<b>First Name</b>	<b>Value</b>					
2	Schmidt	David	5					
3	Shanabhag	Gajanana	5		5.00	OK		
4	Mazzini	Francesco						
5	Papadaki	Anastasia						
6	Saifullah	Khaled			0	No size		
7	Khalid	Muhammad Ibrahim			1	Trivial size		
8					2	Small size		
9					3	Medium size		
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