Project Name	Turtlebot Fleet Management
Online team meeting	https://fau.zoom.us/j/65679458667
Production system (if any)	
Test system (if any)	
GitHub repository	https://github.com/amosproj/amos2022ss03-turtlebot-fleet-management
GitHub kanban board (project)	https://github.com/amosproj/amos2022ss03-turtlebot-fleet-management/projects/1
Team T-shirt (white)	
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/Gip4U1-D_O7
Additional materials	

Last Name	First Name	GitHub User Name	Email Address
Vogler	Tim	cat24max	tim.vogler@fau.de
Scherbel	Sebastian	Sebastian2023	sebastian.scherbel@fau.de
Petersen	Jonas	JonasPetersenFAU	jonas.petersen@fau.de
Blöcher	Meike	MeikeBloecher	meike.bloecher@fau.de
Markert	Niklas	nmarkert	niklas.markert@fau.de
Ramaiya	Umang Bharatkumar	UmangBR	umang.ramaiya@fau.de
Janjua	Muhammad Usman	usmanjanjua786	usman.janjua@fau.de
Moorthy	Venkatesh Kumar	Venkatesh770	venkatesh.kumar.moorthy@fau.de
Alekseenko	Ekaterina	ekaterinaaleksee	ekaterina.alekseenko@fau.de

Goals	Achieve goal of industry partner
	Foster and atmosphere of learning
	Everybody has to have fun during the course
Meeting norms	Eveybody shows up on-time (Wednesday 12:30 pm)
	Meeting with business partners is once a week
	We do not interrupt each other
	There shall be a friendly atmosphere
	We are fair to other team members (pair programming,)
	Every idea is welcome
Working norms	Everyone contributes regularly
_	We take criticism positively and try to learn from it
	We value quality over quantity
Coordination norms	Every job has a responsible person
	We volunteer for jobs
	The responsible person has to be marked in the feature board
	Job assignment: First come, first serve!
Communication norms	We follow the Chatham house rules
	We use Slack for formal infos to the team & Whatsapp for informal information
	We check Slack at least once a day
Consideration norms	We discuss disagreement openly
	We vote for a final resolution
	Everyone has the same voting rights
Cont. improvement norms	We jointly review the happiness index
•	You must raise insufficient quality issues
	Everybody has to send a stand-up mail at least twice a week
	We fill out the happiness index at the end of the meeting
	A continous improvement has to be visual
Rewards	We celebrate a succesful release
	After a successful sprint release with use clapping reaction on Zoom
Sanctions	You must raise clear violations of the team contract
	Consequences for violations of the team contract are discussed by the team

#	Meeting Day	Uni	Comment	Product Owner	Software Developer	Release Manager	Scrum Master
				Umang Ramaiya/ Jonas			
1	2022-04-27			Petersen	Everyone else	N/A	Ekaterina Alekseenko
2	2022-05-04						COACH student
3	2022-05-11	Yes					COACH student
4	2022-05-18						COACH student
5	2022-05-25	Yes					COACH student
6	2022-06-01						COACH student
7	2022-06-08	Yes	Mid-term due				COACH student
8	2022-06-15						COACH student
9	2022-06-22						COACH student
10	2022-01-13	Yes					COACH student
11	2022-01-20						COACH student
12	2022-01-27						COACH student
13	2022-02-03	Yes					COACH student
14	2022-02-10		Demo day!				COACH student
15	2022-02-17		Retrospective				COACH student

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

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

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

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

Type	Link / reference

1	Context	Name	Version	License	Comment

Last Name	First Name	Value			
#REF!	#REF!	5			
Vogler	Tim	5	5.00	OK	
Scherbel	Sebastian		5.00	UK	
Petersen	Jonas				
Blöcher	Meike		0	No size	
Markert	Niklas		1	Trivial size	
Ramaiya	Umang Bharatkumar		2	Small size	
Janjua	Muhammad Usman		3	Medium size	
Moorthy	Venkatesh Kumar		5	Large size	
			8	Very large size	
			13	Too large (size)	