

Project Name	Digital Identity
Online team meeting (Wed 12.30)	https://fau.zoom.us/j/66411020765
Production system (if any)	...
Test system (if any)	...
GitHub repository	https://github.com/amosproj/amos2022ss04-digital-identity
GitHub scrum board (project)	https://github.com/amosproj/amos2022ss04-digital-identity/projects
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/FvFqNNwXWWho (shirtinator T-Shirt, because there is no standard T-Shirt in white)
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/R7YvCl0mbCV
Additional materials	...

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Goals	<ul style="list-style-type: none"> • Create successful demo on demo day • Meet product expectations of industry partner adorsys • Meet defined requirements • Build trust and rely on your teammates • Meet each other with mutual respect and acknowledge the individual skills • Have efficient and agile working environment
Meeting norms	<ul style="list-style-type: none"> • Mandatory weekly team meetings (sprints): Wednesday 12:30 PM – 2:00 PM • Come prepared to each sprint • Come to each meeting on time • Present assigned issue (github project) • Follow the agenda of the sprint and stick to the allocated timeframe • Define purpose of next meeting at the end of a sprint • Fill out hapiness index after each sprint meeting • Meeting protocoller has to summarize important information the meeting in the document "meetings" in teams
Working norms	<ul style="list-style-type: none"> • Working on github project with clearly assigned tasks and tags • Each issue (github project) includes min. 1 assignee, sprint tag and estimation tag • Issues should only be moved to the Sprint Backlog during the weekly team meetings at sprint planning • Issues should only be moved to the Feature Archive during weekly team meetings at sprint release • Support each other when needed • Issues are not assigned but individual team members are motivated to take on tasks independently
Coordination norms	<ul style="list-style-type: none"> • PO & SM is responsible for leading Team Meetings and keeping meetings on track • Release Manager is responsible for weekly sprint releases and to keep "read me" updated • Assignments/issues are allocated together in sprint meetings • Overview of roles is defined in the Role Assignments tab
Communication norms	<ul style="list-style-type: none"> • Frequent and topic related communication in Teams by using the appropriate channels • spontaneous and quick updates via Signal AMOS - DIdentity internal group • Avoid sharing imporant information via a voice message • Ensure open and direct communication, where every team member can express and discuss ideas, concerns, questions • Criticize each other constructively and directly • Check Teams once a day and respond to requests/messages • Check E-mail at least once a day and respond to requests/messages • "Reply to all" in mail conversations • All messaging is public • When sending Mails, use an "[AMOS]" in the beginning of the subject and use project e-mail • Time of team communication 8 am - 8 pm

Consideration norms	<ul style="list-style-type: none"> • Every opinion is considered • Agreement is achieved by discussing topics in the weekly sprint meetings (based on 2/3 majority in the worst) • Use "Planning Poker" to discuss estimations, if disagreement conduct a discussion and revote
Cont. improvement norms	<ul style="list-style-type: none"> • Present tasks and progress in weekly meeting • Instant evaluation and feedback
Rewards	<ul style="list-style-type: none"> • Celebratory moving of issues into "Feature Archive"-Bucket on github project • Everybody else cheering • Celebrate turn-in of homework with a Beer in a "Biergarten" or club
Sanctions	<ul style="list-style-type: none"> • Violating norms • Failing to meet obligations • Being late (Postponing possible one day earlier) in case of technical problem or other proper reasons can be tolerated • Sanctioned person has to do push-ups or give around of drinks/food AND has to put extra effort in work to make up for the lost time

#	Meeting Day	Uni	Comment	Product Owner	Software Developer	Release Manager	Scrum Master	Protocolist
1	2022-04-27			Tamara Hooock, Moritz Veit	Everyone else	N/A	Hend Hussien	Tamara Hooock
2	2022-05-04			Tamara Hooock, Moritz Veit	Everyone else	Jean-Frederic Vogelbacher	Hend Hussien	Moritz Veit
3	2022-05-11	Yes		Tamara Hooock, Moritz Veit	Everyone else	Jean-Frederic Vogelbacher	Hend Hussien	Athanassios Karol Bakas
4	2022-05-18			Tamara Hooock, Moritz Veit	Everyone else	Valentin Bräutigam	Hend Hussien	Annika Krause
5	2022-05-25	Yes		Tamara Hooock, Moritz Veit	Everyone else	Athanassios Karol Bakas	Hend Hussien	Steve Richard Pegouen
6	2022-06-01			Tamara Hooock, Moritz Veit	Everyone else	Annika Krause	Hend Hussien	Valentin Bräutigam
7	2022-06-08	Yes	Mid-term due	Tamara Hooock, Moritz Veit	Everyone else	Jean-Frederic Vogelbacher	Hend Hussien	Jannick Kiesel
8	2022-06-15			Tamara Hooock, Moritz Veit	Everyone else	Steve Pegouen	Hend Hussien	Hend Hussien
9	2022-06-22			Tamara Hooock, Moritz Veit	Everyone else	Jannik Kiesel	Hend Hussien	Jean-Frederic Vogelbacher
10	2022-06-29	Yes		Tamara Hooock, Moritz Veit	Everyone else	Valentin Bräutigam	Hend Hussien	Tamara Hooock
11	2022-07-06			Tamara Hooock, Moritz Veit	Everyone else	Athanassios Karol Bakas	Hend Hussien	Moritz Veit
12	2022-07-13			Tamara Hooock, Moritz Veit	Everyone else	Annika Krause	Hend Hussien	Athanassios Karol Bakas
13	2022-07-20	Yes		Tamara Hooock, Moritz Veit	Everyone else	Steve Pegouen	Hend Hussien	Annika Krause
14	2022-07-27		Demo day!	Tamara Hooock, Moritz Veit	Everyone else	Jannik Kiesel	Hend Hussien	
15	2022-08-03		Retrospective	Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien	

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Product Vision	Project Mission
<p>In numerous situations, such as contracting, travel, Internet, purchasing processes access or access control, people need to uniquely identify and authenticate themselves. A variety of carriers and processes are required for identification and authentication in different areas of life and business: IDs, cards, documents, passwords, electronic data, or hybrids. To obtain a new document or access to a system, the same data of a person is needed over and over again, and must be captured and verified each time. First name, last name, date of birth, gender, profession, personal characteristics and more, depending on the area and application. A digital identity that is recorded, verified, securely stored, and managed in a trustworthy manner solves this problem and creates security and efficiency. Every individual and every institution can use their own digital identity to uniquely identify and authenticate themselves and also digitally sign documents in a legally valid manner.</p>	<p>Adorsys wants to implement Digital identities for all employees, guests and partner working for the company, to digitalize and simplify the identification and authentication process at adorsys. Starting with the creating digital identities for all stakeholders that are stored in the lissi app, defining authentication schemas and allowing access to its workers are the key goals for this project. For the future adosys envisions unlimited possibilities of using the digital identities for example as doorkeys and is keen to built up this network of partners within the lissi network.</p>

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\	Context	Name	Version	License	Comment
1	@angular/animations	@angular/animations	13.3.0	MIT	
2	@angular/cdk	@angular/cdk	13.3.7	MIT	
3	@angular/common	@angular/common	13.3.0	MIT	
4	@angular/compiler	@angular/compiler	13.3.0	MIT	
5	@angular/core	@angular/core	13.3.0	MIT	
6	@angular/forms	@angular/forms	13.3.0	MIT	
7	@angular/material	@angular/material	13.3.7	MIT	
8	@angular/platform-browser	@angular/platform-browser	13.3.0	MIT	
9	@angular/platform-browser-dynamic	@angular/platform-browser-dynamic	13.3.0	MIT	
10	@angular/router	@angular/router	13.3.0	MIT	
11	rxjs	rxjs	7.5.0	Apache 2.0	
12	tslib	tslib	2.3.0	0BSD	
13	zone.js	zone.js	0.11.4	MIT	
14	@angular-devkit/build-angular	@angular-devkit/build-angular	13.3.3	MIT	
15	@angular/cli	@angular/cli	13.3.3	MIT	
16	@angular/compiler-cli	@angular/compiler-cli	13.3.0	MIT	
17	@types/jasmine	@types/jasmine	3.10.0	MIT	
18	@types/node	@types/node	12.11.1	MIT	
19	jasmine-core	jasmine-core	4.0.0	MIT	
20	karma	karma	6.3.0	MIT	
21	karma-chrome-launcher	karma-chrome-launcher	3.1.0	MIT	
22	karma-coverage	karma-coverage	2.1.0	MIT	
23	karma-jasmine	karma-jasmine	4.0.0	MIT	
24	karma-jasmine-html-reporter	karma-jasmine-html-reporter	1.7.0	MIT	
25	typescript	typescript	4.6.2	Apache 2.0	
26	org.springframework.boot	org.springframework.boot	2.6.7	Apache 2.0	
27	For database	org.springframework.boot.jpa			
28	Database Connector	org.springframework.boot.mysql-connector			
29	Database mysql				
30	org.apache.maven	org.apache.maven	3.1.0	Apache 2.0	
31	maven	maven	3.8.4	Apache 2.0	
32	mysql	mysql	8.0.29	GNU	
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