

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	...

Last Name	First Name	GitHub User Name	Email Address
Kiesel	Jannik	jackDS008	jannik.kiesel@fau.de
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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
1	2022-04-27			Tamara Hooock, Moritz Veit	Everyone else	N/A	Hend Hussien
2	2022-05-04			Tamara Hooock, Moritz Veit	Everyone else	Jean-Frederic Vogelbacher	Hend Hussien
3	2022-05-11	Yes		Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
4	2022-05-18			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
5	2022-05-25	Yes		Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
6	2022-06-01			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
7	2022-06-08	Yes	Mid-term due	Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
8	2022-06-15			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
9	2022-06-22			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
10	2022-06-29	Yes		Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
11	2022-07-06			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
12	2022-07-13			Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
13	2022-07-20	Yes		Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
14	2022-07-27		Demo day!	Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien
15	2022-08-03		Retrospective	Tamara Hooock, Moritz Veit	Everyone else		Hend Hussien

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

[illegible]

[illegible]

[illegible]

Type	Link / reference

[illegible]

[illegible]