

Project Name	Find my hearing aid
Online team meeting	<p>Thema: AMOS: Find My Hearing Aid Uhrzeit: Dies ist ein regelmäßig stattfindendes Meeting Jederzeit treffen</p> <p>Zoom-Meeting beitreten https://fau.zoom.us/j/66825093998?pwd=L2JHeVBmWXpxc1o2cENiMGJ2ZHlvQT09</p> <p>Meeting-ID: 668 2509 3998 Kenncode: 448171</p>
Online team meeting link	https://fau.zoom.us/j/66825093998?pwd=L2JHeVBmWXpxc1o2cENiMGJ2ZHlvQT09
Production system (if any)	
Test system (if any)	
GitHub repository	https://github.com/amosproj/amos2022ss05-find-my-hearing-aid
GitHub kanban board (project)	https://github.com/amosproj/amos2022ss05-find-my-hearing-aid/projects/1
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/0x0Q0rXJesp
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/Trc2TnlshxN
Additional materials	<i>none</i>

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Goals	
	Create stable and reliable software the industry partner is satisfied with
	Pass the course and have a successful project and collaboration with the industry partner
	Interpersonal relationship objectives: increase team building skills
	Learn about Scrum and IT Project work
Meeting norms	
	We come to the meeting on time (5 min grace period), end the meeting on time and switch on our cameras
	If someone is not able to attend the meeting, let everyone else know as soon as possible (give update on own tasks through Discord)
	Get together depending on the workload/tasks, i.e. SD meeting / PO meeting when necessary
	Do not hesitate to work in small groups, we are a team! (3 meetings at max as a whole team)
Working norms	
	Everyone contributes regularly. If someone has a lot of other work to do in a week, inform the POs and try to balance it out the next week.
	Agree on a coding convention.
	If we have difficulties with the tasks, we speak about it openly. We do not hope that no one will notice.
Coordination norms	
	We always make sure to clearly and unambiguously designate responsibilities.
	When we assign To Dos, we always make sure that the tasks are fairly distributed among the group members.
	Tasks are assigned via GitHub or stated in the meeting protocols.
Communication norms	
	Check the communication channels at least every 24h (small stuff & quick response in WhatsApp)
	Don't interrupt each other
	We have an open and clear communication style. Everyone is able to address his/her concerns at all times. We always stay respectful.
	Luis and Elias as POs will initiate the contact to the industry partner. The whole group will always be added into the CC when communicating with the industry partner.
Consideration norms	
	We love diversity, that's why we value every comment
	Direct, open and constructive feedback is desired to achieve the best possible results.
Cont. improvement norms	
	Everyone does the Standup E-Mails at least twice per week
	Happiness index is done once a week in the retrospect of the sprint
	Track the teams process via the Kanban board
Rewards	
	Mid term reward: Bergkirchweih Meet-up
	End of the project reward: Restaurant or Bar Meet-up
Sanctions	
	Group-Pot: Money we will use together on our "reward-meetings" - If you are late: 1€ per minute (over the 5 grace-minutes) [5€ max. per meeting]
	Not attending a meeting without informing the others will be punished with cake for the whole group (think about ways how to distribute it to the homes of the group members yourself)

	Sportive sanction: 5 push ups/situps per minute late (counted after the 5minutes limit)
Signature	
	Jannik Schütz, Luis Meister, Elias Werner, Xiangxiang Chen, Dominik Pysch, Adrian Wandinger, Marib Aldoais, Leo Köberlein, Nicolas Stellwag

#	Meeting Day	Uni	Comment	Product Owner	Software Developer	Release Manager	Scrum Master
1	2022-04-27			Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
2	2022-05-04			Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
3	2022-05-11	Yes		Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
4	2022-05-18			Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
5	2022-05-25	Yes		Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
6	2022-06-01			Luis and Elias	Everyone else	Marib Aldoais	
7	2022-06-08	Yes	Mid-term due	Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
8	2022-06-15			Luis and Elias	Everyone else	Dominik Pysch	Xiangxiang Chen
9	2022-06-22			Luis and Elias	Everyone else	Adrian Wandinger	Xiangxiang Chen
10	2022-06-29	Yes		Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
11	2022-07-06			Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
12	2022-07-13			Luis and Elias	Everyone else	Nicolas Stellwag	Xiangxiang Chen
13	2022-07-20	Yes		Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
14	2022-07-27		Demo day!	Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen
15	2022-08-03		Retrospective	Luis and Elias	Everyone else	Leo Köberlein	Xiangxiang Chen

Product Vision	Project Mission
<p>Loosing important devices that are indispensable in daily life is annoying. The "Find my BLE device" app solves this problem and makes life more convenient by allowing users to locate their devices at any time. Whether a relevant device has been lost or just can't be found when pressed for time, this app makes customers' lives easier and more convenient.</p>	<p>The mission of this project is to create an app for WSA by providing the feature of locating BLE devices. The app should be able to detect BLE devices and assign labels to it. In addition it helps tracking the device and navigating to the exact location of the device no matter if in short or long distance. This ensures an overview of all relevant devices at all times.</p>

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#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
1	Organization & Get to know	Kick off & project setup and structure						
			#3 Team Logo	3		3		
			#3 T Shirt design	2		2		
			#2 Team contract	3		5		
			Meeting with Industry partner	2		2		
			#4 Full understanding of organizational basics	2		2		
			Setup coding environments	2		2		
			Setup communication channels	1		1		
2	Research and Setup	Research underlying software & Implement first Hello World app			27		27	
			#9 Create PDF of software architecture	3		3		
			#12 Research on underlying software	5		5		
			#11 Deployment of Hello World app	3		3		
			#7 Find out how to connect Bluetooth devices with Xamarin	8		8		
			#5 Claryfication of technical setup	1		1		
			#13 Bill of Materials	1		1		
			Research on signal strength solution	3		3		
			Research on geolocation solution	3		3		
3	Further Setup and Getting started	Further Setup and get started coding			21		18	
			#16 Establish Knowledge base	1		1		
			#18 Creation of Story Map	5		3		
			#15 Create Sitemap	5		3		
			#26 Setup structure of database	5		5		
			#29 Ensure writing clean code with the integration of SonarCloud/SonarLint	3		5		
			#30 Setup CI pipeline	2		1		
4	Backend Architecture & first UI implemented	Implementation of first product features			23		22	
			#35 Fine tune product mission and vision	2		2		
			#39 Display surrounding BLE devices	8		8		
			#60 Meeting with Customer	2		2		
			#14 Create draft of standalone UI	8		8		
			#64 Write test for database	3		2		
5	Basic Frontend and Backend Functionalities	Breaktrough regarding functionalities of MVP			7		7	
			#68 Agree on design pattern	2		2		
			#71 Show screen with varying circle radius	5		5		
6	Finalize MVP functionalites	Finalizing functionalities and ensure clean run of the App			18		18	
			#70 List dummy BLE devices in Surrounding	1		1		
			#72 Extract list that contains all devices that are emitting a Bluetooth signal	2		2		

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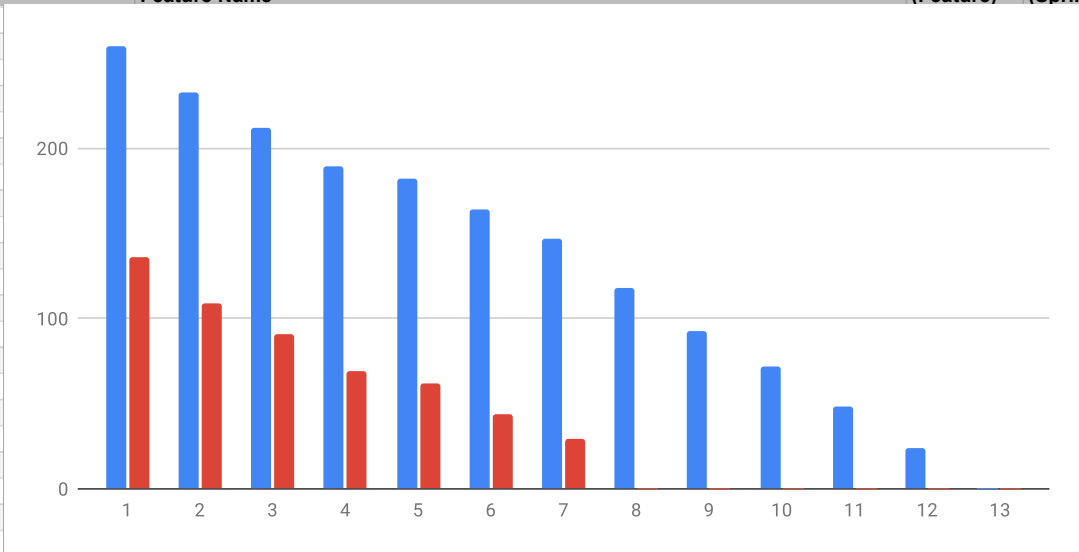
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	Est.size in sprint 5 as no sizes were given for early tasks							

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1	Organization & Get to know	Kick off & project setup and structure			15		17	
			#3 Team Logo	3		3		
			#3 T Shirt design	2		2		
			#2 Team contract	3		5		
			Meeting with Industry partner	2		2		
			#4 Full understanding of organizational basics	2		2		
			Setup coding environments	2		2		
			Setup communication channels	1		1		
2	Research and Setup	Research underlying software & Implement first Hello World app			27		27	
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6	Finalize MVP functionalities	Finalizing functionalities and ensure clean run of the App			18		18	
			#70 List dummy BLE devices in Surrounding	1		2		
			#72 Extract list that contains all devices that are emitting a Bluetooth signal	2		2		
			#73 Extract human readable name of each device that are emitting a Bluetooth signal	2		1		
			#74 Extract signal strength of selected devices	5		5		
			#80 Combine Logic and UI	3		2		
			#49 Select one BLE device	3		3		
			#104 Take care of customer mail	2		3		
7	Completion of the Signal Strength Functionality	Finish Signal Strength Solution and Ensure Code Coverage >70%			17		15	
			#129 remove unnecessary code components	2		1		
			#93 Implement discussed software hierarchy	5		5		
			#120 Ensure >75% test code coverage	5		5		
			#96 Indicate that BLE device is very close to the user	2		2		
			#117 Indicate BLE device is out of range	3		2		
8	Adjustment of signal strength solution and research of Geolocation Solution	Further develop signal strength feature, enhance usability, get started with geolocation feature			29		29	
			#118 Make tests to map RSSI-values to distance in meters	2		2		
			#69 Ensure nice welcome screen	2		2		
			#153 Allow user via settings to display BLE device without a human readable name	3		3		
			#128 Lay foundation for UI test	5		8		
			#152 Make sure text is properly displayed within Signal strength feature	3		2		
			#149 Display device specific map	5		5		
			#145 User measured power of Arduino devices and reinclude distance display	3		2		
			#Research regarding BLE vs Bluetooth	3		2		
			#144 Display GPS signal of a device as a number	3		3		
9	Implementation of geolocation solution	Show map with GPS coordinate of a selected device and lay foundation for distance calculation			25		21	
			#187 Display and regularly update GPS-coordinate of smartphone on the map		3			
			#193 Allow user to edit label of devices within device detail page		3			
			#143 Minor UI adjustments for detection view		2			
			#142 Ensure known BLE device are visually encoded when emitting a signal		3			
			#189 Implement foreground service to update "lat known location" of BLE device if certain RSSI value is reached		5			
			#199 Take RSSI measurements into account for calculating distance to the device and ensure correct display of it		2			

#	Theme	Goal	Feature Name	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn-Down
			#137 Write UI tests to make sure we reach >75% test code coverage		5			
			#188 Show "last known location" of BLE device map		2			
10	MVP Geolocation Solution	Ensure fluent run of geolocation feature without major bugs			21		21	
			#209 Customer meeting on friday					
			#Prepare scenarios for and conduct regression tests					
			#211 make explorative tests					
			#213 Ensure well refactored code					
			#214 Start implementing design as provided by POs inf FIGMA					
			#215 Calculate route to lost BLE device					
			#194 Allow user to siwthc to OS specific map via buttons labeledd with the name of the navigation system					
			Adapt design of geolocation map to our design					
11	Test with final product and UI improvements	Ensure solid functionality of scenarios provided by customer			24		24	
			implement suggestion made by POs regarding UI of the app (FIGMA)					
			create "guided tour" for first usage of the app with layer on top					
			POs: Based on user scenarios with test cases and "expected behaviors", SDs make sure that expected behavior is implemented (POs write test cases and SDs test and report Bugs, ...)					
12	Last functional adjustments and UI adjustments	Ensure correct implementation of adjustments that were provided by the customer in former sprint			24		24	
			Implement final feedback from customer provided in the mail by the end of last week					
13	Final Checks for Project Release	Ensure all mandatory requirements of the customer are met and go hand in hand with our definition of done for the final release			24		24	
			Testing					
			Final bug checking					
			Minor improvements					
			Wording					
			Documentation					

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			 <table><caption>Estimated vs. Real Size Data</caption><tr><th>Item</th><th>Est. Size (Feature)</th><th>Est. Size (Sprint)</th><th>Real Size (Feature)</th><th>Real Size (Sprint)</th></tr><tr><td>1</td><td>250</td><td>135</td><td>135</td><td>135</td></tr><tr><td>2</td><td>225</td><td>105</td><td>105</td><td>105</td></tr><tr><td>3</td><td>210</td><td>90</td><td>90</td><td>90</td></tr><tr><td>4</td><td>190</td><td>70</td><td>70</td><td>70</td></tr><tr><td>5</td><td>180</td><td>60</td><td>60</td><td>60</td></tr><tr><td>6</td><td>165</td><td>45</td><td>45</td><td>45</td></tr><tr><td>7</td><td>145</td><td>30</td><td>30</td><td>30</td></tr><tr><td>8</td><td>115</td><td>10</td><td>10</td><td>10</td></tr><tr><td>9</td><td>90</td><td>5</td><td>5</td><td>5</td></tr><tr><td>10</td><td>70</td><td>2</td><td>2</td><td>2</td></tr><tr><td>11</td><td>50</td><td>1</td><td>1</td><td>1</td></tr><tr><td>12</td><td>25</td><td>0</td><td>0</td><td>0</td></tr><tr><td>13</td><td>5</td><td>0</td><td>0</td><td>0</td></tr></table>	Item	Est. Size (Feature)	Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	1	250	135	135	135	2	225	105	105	105	3	210	90	90	90	4	190	70	70	70	5	180	60	60	60	6	165	45	45	45	7	145	30	30	30	8	115	10	10	10	9	90	5	5	5	10	70	2	2	2	11	50	1	1	1	12	25	0	0	0	13	5	0	0	0				
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\	Context	Name	Version	License	Comment
1	.NET	netstandard	2.0	MIT License	
2	Xamarin	Forms	5.0.0.2012	MIT License	
3	Xamarin	Essentials	1.6.1	MIT License	
4	-	sqlite-net-pcl	1.8.116	MIT License	mobile database
5	Microsoft.NET.Test	Sdk	17.2.0	MIT License	
6	-	Moq	4.18.0	BSD 3-Clause License	C# mocking lib, copyright notice must be included in source code
7	MSTest	TestAdapter	2.2.10	MIT License	
8	MSTest	TestFramework	2.2.10	MIT License	
9	Xamarin.Forms	Mocks	4.7.0.1	MIT License	used to mock xamarin components
10	coverlet	collector	3.1.2	MIT License	collects test coverage information
11		ReportGenerator	5.1.7	Apache License 2.0	creates html view from coverage information
12	Xamarin	Plugin.BLE	2.1.3	Apache License 2.0	Bluetooth module for the app

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