Project Name	NFT Playbook
_	
Online team meeting	https://fau.zoom.us/j/3837513668
Production system (if any)	
Test system (if any)	
Happines Index	https://happy-amos.appspot.com/Project?project=6309985969504256&course=4791918638661632
GitHub repository	https://github.com/amosproj/amos2022ss07-nft-playbook
	https://github.com/amosproj/amos2022ss07-nft-playbook/projects
GitHub Slides	https://github.com/dirkriehle/amos-course/tree/main/Generated/Lecture%20slides
Team T-shirt (white)	https://www.shirtinator.de/loadBasket/_3v8qHATTpV
Team T-shirt (black)	
Additional materials	
Google Drive Link	https://drive.google.com/drive/folders/15LVL6MDP8iO_iAu4pZdy2X0DyU4kXmWI
Communication Channel	https://mm.phildree.de/amos-dev
Homework File	https://docs.google.com/document/d/1Lfi9pyeh-xWk1wJCQhiwSFqJII62EdHNs6-yTb9BWYw/edit#
Mailverteiler	amos-proj7@group.riehle.org

Last Name	First Name	GitHub User Name	Email Address	WhatsApp Number
Dikov	Hristo	dikovh	hristo.dikov@fau.de	WA-Gruppe bereits vollständig
Dreesens	Philipp	phildree	philipp.dreesens@fau.de	WA-Gruppe bereits vollständig
Schilling	Johannes	schlingling	jsh.schilling@fau.de	WA-Gruppe bereits vollständig
Wolfrum	Lukas	lukaswolfrum	lukas.wolfrum@fau.de	WA-Gruppe bereits vollständig
Al-Sheikh	Tawfeek	tawfeeka	toofe.al-sheikh@fau.de	WA-Gruppe bereits vollständig
Rotsching	Lukas	lukas-rotsching	lukas.rotsching@fau.de	WA-Gruppe bereits vollständig
Schwarzmann	Sebastian	MPSebastian	sebastian.schwarzmann@fau.de	WA-Gruppe bereits vollständig
Kurz	Noah	Noah-Kurz	noah.kurz@fau.de	WA-Gruppe bereits vollständig
Schlinger	Johanna	laila-rin	johanna.schlinger@fau.de	WA-Gruppe bereits vollständig

Goals	Involve every teammember to unlock its best potential	
	Be helpful and respectful to each other	
	Achieve customers satisfaction by providing a solution which covers all requirements	
Meeting norms	Nobody is late for a meeting and values the others limited amount of time	
	Every team member focuses on the customers satisfaction, not on technical details	
	Everyone comes prepared to the meetings	
Working norms	Everone is 100% motivated, 100% committed to the team and gives 100% the best to reach the overall project goal	
	Everyone works an equaly amount (especiall SD). If someone has too less to do, (s)he has to ask actively for involvement	
	We support each other	
Coordination norms	Every task is assigned to exactly one person. If the person needs support, (s)he asks actively for it	
	Every Taskowner bears the responsibilty, to deliver results until the committed due-date	
Communication norms	Every team member checks all message channels at least one time per day in working day and reponses if necessary	
	Respect everyone's opinion	
	Response at least on the next day	
Consideration norms	All product feature decisions are made from the Product Owner	
	The team votes for a final decision if the whole projects gets impacted, Disagreements has to be discussed immediatly	
Cont. improvement norms	Quality concerns have to be communicated immediatly	
	Team spirit concerns have to be communicated immediatly, the Scrum Master has the responsibilty to solve them asap	
Rewards	We honor every sprint release	
	We drink some beer in periodic physical team building events	
Sanctions	Every violation of the team contract has to be communicated immediatly	
	The team votes for a sanction TBD	
Signed by	Dikov	
	Dreesens	
	Schilling	
	Wolfrum	
	Al-Sheikh	
	Rotsching	
	Schwarzmann	
	Kurz	
	Schlinger	

#	Meeting Day	Uni	Comment	Product Owner	Software Developer	Release Manager	Scrum Master
1	2022-04-27			Noah Kurz, Lukas Wolfrum	Everyone else	-	Hristo Dikov
2	2022-05-04			Noah Kurz, Lukas Wolfrum	Everyone else	Johannes Schilling	Hristo Dikov
3	2022-05-11			Noah Kurz, Lukas Wolfrum	Everyone else	Sebastian Schwarzmann	Hristo Dikov
4	2022-05-18			Noah Kurz, Lukas Wolfrum	Everyone else	Tawfeek Al-Sheikh	Hristo Dikov
5	2022-05-25			Noah Kurz, Lukas Wolfrum	Everyone else	Rotsching Lukas	Hristo Dikov
6	2022-06-01			Noah Kurz, Lukas Wolfrum	Everyone else	Philipp Dreesens	Hristo Dikov
7	2022-06-08		Mid-term due	Noah Kurz, Lukas Wolfrum	Everyone else	Johanna Schlinger	Hristo Dikov
8	2022-06-15			Noah Kurz, Lukas Wolfrum	Everyone else	Johannes Schilling	Hristo Dikov
9	2022-06-22			Noah Kurz, Lukas Wolfrum	Everyone else	Sebastian Schwarzmann	Hristo Dikov
10	2022-06-29			Noah Kurz, Lukas Wolfrum	Everyone else	Tawfeek Al-Sheikh	Hristo Dikov
11	2022-07-06			Noah Kurz, Lukas Wolfrum	Everyone else	Rotsching Lukas	Hristo Dikov
12	2022-07-13			Noah Kurz, Lukas Wolfrum	Everyone else	Philipp Dreesens	Hristo Dikov
13	2022-07-20			Noah Kurz, Lukas Wolfrum	Everyone else	Johanna Schlinger	Hristo Dikov
14	2022-07-27		Demo day!	Noah Kurz, Lukas Wolfrum	Everyone else		Hristo Dikov
15	2022-08-03		Retrospective	Noah Kurz, Lukas Wolfrum	Everyone else		Hristo Dikov

Product Vision

We believe that NFTs have a great potential for companies, artists and private persons. Nevertheless, NFTs are currently either seen as nerdy gadget or rocket science.

With this product, we want to change that. We want to demystify NFTs by enabling enthusiast to create NFTs with the least possible effort to focus on their particular use case, not having to think about the NFT creation process itself. Through this, we reach increasing acceptance and distribution of the technology.

In the end we want to make the world a tiny bit better by for example ensuring digital property rights, enabling identification in a decentralized manner without being dependend on an administering instance.

Project Mission

The mission of this project is to create a CLI which enables users to create NFTs on the blockchains Polygon, Flow and Solana.

Two major use cases will be supported.

Firstly, for showcasing how easy NFTs can be created, the CLI has a manual input option where the user can select the blockchain and edit features of the NFT like name and a picture. After that the NFT can be created with a simple command.

Secondly, NFTs can be mass produced to include their functionalities in projects. For this, mass deployment can be achieved by defining the features of each NFT individually in a JSON file. The JSON is then read by the CLI and the NFTs are created.

Term	Definition
Blockchain Settings	
_	

#	Theme	Goal		Feature Name		Est. Size (Sprint)	Real Size (Feature)	Real Size (Sprint)	Burn- Down
1	Setup C	LI Tool	so tha	at the user can interact with the system					
		Create	a CLI	that has all necessary menu points to create the tool					
			CLI	Basic architecture	3				
		CLI Basic architecture CLI menu points available:							
				Main menu	1				
				Help menu	3				
				Wallet menu	х				
				Blockchain menu	2				
				Mint NFT menu & order overview					
			CLI	calls Backend functions properly					
2	Backend for CLI is able to create mint an NFT								
		Deliver	a Ba	ckend that can interact with the CLI					
			Back	kend Basic Setup					

#	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
	A Feature is Done when all its Acceptance criterias are fulfilled	A Spring Release is Done when no severe bugs are open	A Project Release is Done when the software runs without any servere bugs
	A Feautre is Done when the code has been peer reviewed	A Sprint Release is Done when the whole software can be executed	A Project Release is Done when the core interests of the costumer are fulfilled
	A Feature is Done when it has been tested at least 3 times		
	A Feature is Done when its core functionality has been commented properly		

Type	Link / reference

Context	Name	Version	License	Comment
	@nrwl/cli	14.01.02	MIT	taskexexutor for build system
	@nrwl/eslint-plugin-nx	14.01.02	MIT	linter
	@nrwl/jest	14.01.02	MIT	testing
	@nrwl/js	14.01.02	MIT	java script-Adaption for mono-Repo
	@nrwl/linter	14.01.02	MIT	linter-Adaption for mono-Repo
	@nrwl/node	14.01.02	MIT	node-Adaption for mono-Repo
	@nrwl/workspace	14.01.02	MIT	mono-Repo
	@types/jest	27.04.01	MIT	testing
	@types/node	16.11.07	MIT	NodeJS Framework for Java Script
	@typescript-eslint/eslint-plugin	05.18.0	MIT	linter
	@typescript-eslint/parser	05.18.0	MIT	linter
	eslint	08.12.00	MIT	linter
	eslint-config-prettier	08.01.00	MIT	linter
	eslint-plugin-prettier	04.0.0	MIT	linter
	jest	27.05.01	MIT	testing
	nx	14.01.02	MIT	build system
	prettier	02.05.01	MIT	linter
	ts-jest	27.01.04	MIT	typescript for testing
	ts-node	09.01.01	MIT	typescript for node
	typescript	04.06.02	MIT	typescript for java script

Last Name	First Name	Value			
Dikov	Hristo		TUIV!	TUIV!	
Dreesens	Philipp		0!	0!	
Schilling	Johannes		U:	U:	
Wolfrum	Lukas				
Al-Sheikh	Tawfeek		0	No size	
Rotsching	Lukas		1	Trivial size	
Schwarzmann	Sebastian		2	Small size	
Kurz	Noah		3	Medium size	
Schlinger	Johanna		5	Large size	
			8	Very large size	
			13	Too large (size)	
Source:	https://t2informatik.de/wissen-kompakt/planning-poker/				