

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	
GitHub kanban board (project)	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/xW_qYJfK04N	
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-xWk1wJCQhiwSFgJlI6zEdHNs6-yTb9BWYw/edit#	
Mailverteiler	amos-proj7@group.riehle.org	

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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 equally 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	Project Mission

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\	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						
Dreesens	Philipp	5		7.50	NOK		
Schilling	Johannes	8					
Wolfrum	Lukas						
Al-Sheikh	Tawfeek	8		0	No size		
Rotsching	Lukas	8		1	Trivial size		
Schwarzmann	Sebastian	8		2	Small size		
Kurz	Noah			3	Medium size		
Schlinger	Johanna	8		5	Large size		
				8	Very large size		
				13	Too large (size)		
Source:	https://t2informatik.de/wissen-kompakt/planning-poker/						