Project Name	Data Pipeline Manager
Online team meeting	https://fau.zoom-x.de/j/62859236356?pwd=UUFGOU53RUJiWEdEUmVtRTRJVTAwZz09
Production system (if any)	...
Test system (if any)	...
GitHub repository	https://github.com/amosproj/amos2023ws04-pipeline-manager
GitHub feature board	https://github.com/orgs/amosproj/projects/28/views/2
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/34
Team T-shirt (white)	...
Team T-shirt (black)	https://www.shirtinator.de/loadBasket/UI1hycWOPLd
Additional materials	...
Team email list	oss-amos-proj4@lists.fau.de

Last Name	First Name	GitHub User Name	Email Address
Wasinger	Artur	keldami	artur.wasinger@fau.de
Datla	Sai Krishna Sravanthi	sravanthidatla78	sai.sravanthi.datla@fau.de /// sravanthidatl
Venkata Naga Sri Lalitha	Pabbaraju	Lalitha2395	srilalithapabbaraju@gmail.com
Mak	Wingkin	Elementator	wingkinam@yahoo.de
Cui	Tinggao	CAgcoder	tginfo.cui@fau.de
Becker	Eugen	eubec	eugen.becker@fau.de
Parwal	Krutarth	krutarth4	k.parwal@campus.tu-berlin.de
Maruboyina	Bhanu Prakash	bhanuPrakashMa	bhanu.bm.maruboyina@fau.de
Floevig	Ingunn Augdal	ingunnaf	floevig@campus.tu-berlin.de

#	Meeting Day	Product Owner	Software Developer	Release Manager	Scrum Master	Comment
1	2023-10-18	Eugen Becker, Wingkin Mak	Everyone else	N/A	Pabbaraju Venkata Naga Sri Lalitha	
2	2023-10-25	Eugen Becker, Wingkin Mak	Everyone else	N/A	Pabbaraju Venkata Naga Sri Lalitha	
3	2023-11-01	Eugen Becker, Wingkin Mak	Everyone else	N/A	Pabbaraju Venkata Naga Sri Lalitha	
4	2023-11-08	Eugen Becker, Wingkin Mak	Everyone else	Artur Wasinger	Pabbaraju Venkata Naga Sri Lalitha	
5	2023-11-15	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
6	2023-11-22	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
7	2023-11-29	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	Mid-term due
8	2023-12-06	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
9	2023-12-13	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
10	2024-01-11	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
11	2024-01-18	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
12	2024-01-25	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
13	2024-02-01	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	
14	2024-02-08	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	Demo day!
15	2024-02-15	Eugen Becker, Wingkin Mak	Everyone else		Pabbaraju Venkata Naga Sri Lalitha	Retrospective

Goals	- Having fun while working on the project - Creating a product that the industry partner is satisfied with - Meeting deadlines - Having an efficient and healthy work culture
Meeting norms	- Mandatory team meeting every wednesday - Mandatory second team meeting every friday - Meeting with industry partner every friday (mandatory for product owners and preferable at least two developers attend) - Members that cannot make it to a meeting try to inform the team at least one day in advance (via team slack channel)
Working norms	- Communicate with each other - Trust each other/the team and maintain confidentiality - Four eyes principle (e.g. when merging requests) - Regular working, pair programming or/and independently - Decisions will be made in discussions and polls - In conflict: propose multiple solutions, have one day thinking time, vote for a solution after - Only the matter is criticized, not the person
Coordination norms	- Decide on one meeting moderator (can be a rotating role) - Everyone is responsible for keeping the meetings on track - Product owners create assignments from the requirements and allocate them in agreement with the software developers - Collect points to discuss in the meeting before the meeting, e.g. if someone encounters a problem, that needs discussion with the whole team, tell the POs or meeting lead, so they add it to the agenda of the team meeting - Team work
Communication norms	- Communicate as much as possible (even a reaction likes thumps up is helpful for the team to make decisions) - Response or react within one day - Zoom for team meeting - Team slack channel for communication - Be friendly to each other

Consideration norms	- Side conversation are appropriate as long as they are useful and not distracting
	- During disagreements, both party explain their point of view (try to understand the other side)
	  - If project related disagreement -> vote
	  - If interpersonal disagreement -> try to resolve it yourself or talk to the scrum master or product owners

Cont. improvement norms	- Sharing knowledge - Checking updates from everyone in the standup call or meeting, and sending an email at the end of the week with the progress done - Tracking is in the Backlog (GitHub project board), evaluation as a normal SCRUM standup, and merge request, at least some other dev needs to look at it. One Reviewer is enough. Discussion will trigger when we don't meet our project goals.
Rewards	Acknowledge achievements by appreciating and offering some goodies

Sanctions	- Serious talking, figuring out what is causing this behaviour - Escalation to Prof. Riehle if necessary
Signatures	
Scrum Master	Sri Lalitha Pabbaraju
Product owner	Eugen Becker
Product owner	Wingkin Mak
Software developer	Ingunn Augdal Fløvig
Software developer	Sravanthi Datla
Software developer	Tinggao Cui
Software developer	Krutarth Parwal
Software developer	Artur Wasinger
Software developer	Bhanu Prakash Maruboyina

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

Sprint #	Sprint goal
1	Get in contact with Industry partner Collect requirement for the project Decide on which technologies to use for the project Getting to know the team
2	None
3	None
4	Write your sprint goal here
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			0	0		
Sprints						
1			0	0	0	0
2			0	0	0	0
3			0	0	0	0
...				0		0
Features						
1						
2						
3						

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			0	0		
Sprints						
1			0	0	0	0
2			0	0	0	0
3			0	0	0	0
...				0		0
Features						
1						
2						
3						

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done

Type	Link / reference

#	Context	Name	Version	License	Comment
1	https://angular.io/	Angular	16.2	MIT	
2	https://www.python.org/	Python	3.12.0	Python Software Foundation License 2	
3	https://flask.palletsprojects.com/en/3.0.x/	Flask	3.0.0	BSD-3-Clause License	
4	https://airflow.apache.org/	Apache Airflow	2.7.2	Apache License 2.0	
5	https://www.terraform.io/	Terraform	1.6.3	Business Source License 1.1	
6	https://www.mongodb.com/	MongoDB	1.40.4	Server Side Public License 1	
7	https://www.typescriptlang.org/	TypeScript	5.2.2	Apache License 2.0	
8	https://getbootstrap.com/	Bootstrap	5.3.2	MIT	

Last Name	First Name	Value						
Becker	Eugen	0		0.00	OK			
Datla	Sai Krishna Sravanthi	0						
Wasinger	Artur	0						
Venkata Naga Sri Lalitha	Pabbaraju	0						
Cui	Tinggao	0		0	No size			
Mak	Wingkin	0		1	Trivial size			
Parwal	Krutarth	0		2	Small size			
Fløvig	Ingunn	0		3	Medium size			
Maruboyina	Bhanu Prakash	0		5	Large size			
				8	Very large size			
				13	Too large (size)			