

Project Name	...
Online team meeting	<a href="https://tu-berlin.zoom.us/j/67365570181?pwd=RXpnY2xleEYvU3JpR3JzSDZFMk01dz09">https://tu-berlin.zoom.us/j/67365570181?pwd=RXpnY2xleEYvU3JpR3JzSDZFMk01dz09</a>
Online Team Meeting (Backup)	<a href="https://discord.gg/X4QMDpgtUR">https://discord.gg/X4QMDpgtUR</a>
Production system (if any)	<a href="http://prod.amos.b-ci.de/">http://prod.amos.b-ci.de/</a>
Test system (if any)	<a href="http://test.amos.b-ci.de/">http://test.amos.b-ci.de/</a>
GitHub repository	<a href="#">GitHub - amosproj/amos2024ss04-building-information-enhancer</a>
GitHub feature board	<a href="https://github.com/orgs/amosproj/projects/42">https://github.com/orgs/amosproj/projects/42</a>
GitHub impediments backlog	<a href="https://github.com/orgs/amosproj/projects/50">https://github.com/orgs/amosproj/projects/50</a>
Team T-shirt (white)	<a href="https://www.shirtinator.de/s/Qc61l_GoQwObnqsmHY2MpA">https://www.shirtinator.de/s/Qc61l_GoQwObnqsmHY2MpA</a>
Team T-shirt (black)	<a href="https://www.shirtinator.de/s/AHGxY1zzT2m-AUhx2lc7Lw">https://www.shirtinator.de/s/AHGxY1zzT2m-AUhx2lc7Lw</a>
Additional materials	
Google Drive (notes, files, etc.)	<a href="https://drive.google.com/drive/folders/1DAyzaqwj5ID_YVzNBUgNE0JOCaUorzO_?usp=drive_link">https://drive.google.com/drive/folders/1DAyzaqwj5ID_YVzNBUgNE0JOCaUorzO_?usp=drive_link</a>
Team mailing list	oss-amos-proj4@lists.fau.de
Quick links	
Happiness Index Tool	<a href="#">Happiness Index Tool Link (Project specific)</a>
Capabilities Timeline	Capabilities Timeline (by Week)
Capabilities Timeline Explained	Capabilities Timeline Explained
Main AMOS Document	AMOS #22 - Organisation [Public]

Last Name	First Name	GitHub User Name	Email Address
Balitzki	Emil	Corgam	emil.balitzki@gmail.com
Bandel	Nicolas	nicolasbandel	nicolas.bandel@fau.de
Fischer	Erik	battlemech	erik.fischer@campus.tu-berlin.de
Holtmeier	Leon	Superschnizel	l.holtmeier@campus.tu-berlin.de
Nandico	Lucas	Lucas-Nan	lucas.nandico@fau.de
Pfeil	Oliver	op-hub	oli.pfeil@fau.de
Pöhl	Celine	CelineMP	celine.poehl@fau.de
Yakovenko	Tetiana	dancingsushii	tetiana.yakovenko@campus.tu-berlin.de
Khan	Muhammad Ahsan	Ahsankkhan	ahsan.m.khan@fau.de
<b>Dropped Out</b>			
Sivaci	Bartu	-	-

#	Meeting Day	Product Owners	Software Developer	Release Manager	Scrum Master	Comment
1	2024-04-17	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
2	2024-04-24	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
3	2024-05-01	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
4	2024-05-08	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
5	2024-05-15	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
6	2024-05-22	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
7	2024-05-29	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	Mid-term due
8	2024-06-05	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
9	2024-06-12	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
10	2024-06-19	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
11	2024-06-26	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
12	2024-07-03	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
13	2024-07-10	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
14	2024-07-17	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	Demo day!
15	2024-07-24	Pfeil, Oliver & Yakovenko, Tetiana	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	Retrospective
Product owners, software developers, and Scrum Master are set and ideally don't change over time; the critical part is the Release Manager role you need to define here						

<b>Goals</b>	<ul style="list-style-type: none"> <li>- Collect relevant experiences!</li> <li>- Meet core requirements of the industry partner!</li> <li>- Produce something viable und usable we can be proud of!</li> <li>- Have fun!</li> </ul>
<b>Meeting norms</b>	<ul style="list-style-type: none"> <li>- Be on time.</li> <li>- Notify early if it's not possible to join.</li> <li>- Camera on and feedback will be given "loud" (no quiet "lecture").</li> <li>- All questions are okay (there are no stupid questions).</li> <li>- Communicate clearly, try to avoid ambiguities.</li> <li>- Don't be rude.</li> <li>- Weekly team meetings are mandatory for each team member.</li> </ul>
<b>Working norms</b>	<ul style="list-style-type: none"> <li>- Stick to your (your co-coder) task, do not interfere with others tasks.</li> <li>- Tell as early as possible when encountering problems.</li> <li>- No late night work expected, focus on consistency.</li> <li>- Asking for help is fine.</li> <li>- Code should be readable and clear.</li> <li>- Code style should be uniform.</li> </ul>
<b>Coordination norms</b>	<ul style="list-style-type: none"> <li>- Roles in the Team Structure should be fixed and only change if really necessary (not randomly).</li> <li>- All team meetings should follow agreed meeting structure and timing.</li> <li>- Task Responsibilities should be assigned clearly for every week with feedback when it is done.</li> </ul>
<b>Communication norms</b>	<ul style="list-style-type: none"> <li>- Communication attempts should be answered within 2 days (eg. "Let's schedule a meeting on x").</li> <li>- General, weekly comunication via Discord, Critical Communication via Phone (WhatsApp, SMS).</li> <li>- First name basis is default.</li> <li>- When ill, notify as early as possible, other team members should replace missing's person roles for a specific meeting.</li> </ul>
<b>Consideration norms</b>	<ul style="list-style-type: none"> <li>- General approach with problems is to talk directly, then in more general team meetings. If they are still not solvable, they will be escalated to the professor.</li> <li>- Side-conversations are appropriate if they are not necessary for others. General information should be communicated via Discord and/or in the general team meetings.</li> <li>- Disagreements which are not solvable by discussions will be decided by majority vote.</li> </ul>
<b>Cont. improvement norms</b>	<ul style="list-style-type: none"> <li>- Pull requests require review from another person. Keep the main branch clean.</li> <li>- Tracking individual and team progress via boards and weekly sprints,</li> <li>- Feedback should be considered necessary, relevant and as a way to improve for everyone - not as an insult.</li> </ul>
<b>Rewards</b>	<ul style="list-style-type: none"> <li>- Team party at the end of the project.</li> <li>- Small celebrations during online meetings.</li> </ul>

Sanctions	- No in-team sanctions, but persistent problems may be escalated to the professor if not solvable.
Signatures	
Scrum Master	Erik Fischer
Product owner	Tetiana Yakovenko
Product owner	Oliver Pfeil
Software developer	Lucas Nandico
Software developer	Emil Balitzki
Software developer	Muhammad Ahsan Khan
Software developer	Nicolas Bandel
Software developer	Celine Pöhl
Software developer	Leon Holtmeier

Product Vision	Project Mission
<p>The reason of existence of the envisioned product (beyond this project). <b>Create Building information system for potential energy savings.</b></p>	<p>The mission of this particular project (in the context of the product vision). <b>Access available open source data to integrate into BCI building butler (gather information about a building).</b></p>

[illegible]

Sprint #	Sprint goal
1	Getting familiar with the requirements
2	Setting up the infrastructure and first steps
3	Agreed upon backend infrastructure and ingest one dataset for one UI view
4	Optional
5	Write your sprint goal here
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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						

[illegible]

Type	Link / reference

#	Context	Name	Version	License	Comment
1	FE	npm:typescript	5.4.5	Apache-2.0	TypeScript is a superset of JavaScript that compiles to clean JavaScript output.
2	FE	npm:react	18.3.0	MIT	The library for web and native user interfaces.
3	Data processing	nuget:Microsoft.Data.SqlClient	3.0.1	MIT	Microsoft.Data.SqlClient provides database connectivity to SQL Server for .NET applications.
4	FE	npm:eslint	8.57.0	MIT	Find and fix problems in your JavaScript code.
5	FE	npm:react-dom	18.3.0	MIT	The library for web and native user interfaces.
6	BE	nuget:MySql.Data	8.0.23		Connector/NET is a fully-managed ADO.NET driver for MySQL.
7	BE	nuget:Swashbuckle.AspNetCore	5.6.3	MIT	Swagger tools for documenting API's built on ASP. NET Core
8	FE	npm:vite	5.2.10	MIT	Frontend tooling
9	FE	npm:acorn	8.11.3	MIT	JavaScript-based JavaScript parser
10	...	...	...		
<b>Software bill of materials (generated from Github):</b>		<a href="https://drive.google.com/file/d/1CPA89OGH_Cr0poRdWhUKLSSHIUuKb8Fm/view?usp=sharing">https://drive.google.com/file/d/1CPA89OGH_Cr0poRdWhUKLSSHIUuKb8Fm/view?usp=sharing</a>			

Last Name	First Name	Value					
Balitzki	Emil			#DIV/	#DIV/		
Bandel	Nicolas			0!	0!		
Fischer	Erik						
Holtmeier	Leon						
Nandico	Lucas			0	No size		
Pfeil	Oliver			1	Trivial size		
Pöhl	Celine			2	Small size		
Khan	Muhammad Ahsan			3	Medium size		
Yakovenko	Tetiana			5	Large size		
				8	Very large size		
				13	Too large (size)		