

Project Name	...
Online team meeting	https://tu-berlin.zoom.us/j/67365570181?pwd=RXpnY2xleEYvU3JpR3JzSDZFMk01dz09
Online Team Meeting (Backup)	https://discord.gg/X4QMDpgtUR
Production system (if any)	http://prod.amos.b-ci.de/
Test system (if any)	http://test.amos.b-ci.de/
GitHub repository	GitHub - amosproj/amos2024ss04-building-information-enhancer
GitHub feature board	https://github.com/orgs/amosproj/projects/42
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/50
Team T-shirt (white)	https://www.shirtinator.de/s/Qc61l_GoQwObnqsmHY2MpA
Team T-shirt (black)	https://www.shirtinator.de/s/AHGxY1zzT2m-AUhx2lc7Lw
Team T-shirt (black) (women)	https://www.shirtinator.de/s/sjwwt0GtTzGzfjSxn424ig
Additional materials	
Google Drive (notes, files, etc.)	https://drive.google.com/drive/folders/1DAyzaqwj5ID_YVzNBUgNE0JOCaUorzO_?usp=drive_link
Team mailing list	oss-amos-proj4@lists.fau.de
Quick links	
Happiness Index Tool	Happiness Index Tool Link (Project specific)
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
Dropped Out			
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 [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
5	2024-05-15	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
6	2024-05-22	Pfeil, Oliver [Orga] & Yakovenko, Tetiana [Notes]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
7	2024-05-29	Pfeil, Oliver [Orga] & Yakovenko, Tetiana [Notes]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	Mid-term due
8	2024-06-05	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
9	2024-06-12	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
10	2024-06-19	Pfeil, Oliver [Orga] & Yakovenko, Tetiana [Notes]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
11	2024-06-26	Pfeil, Oliver [Orga] & Yakovenko, Tetiana [Notes]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
12	2024-07-03	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
13	2024-07-10	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	
14	2024-07-17	Pfeil, Oliver [Orga] & Yakovenko, Tetiana [Notes]	Emil, Nicolas, Leon, Muhammad Ahsan, Lucas & Celine	Emil Balitzki	Erik Fischer	Demo day!
15	2024-07-24	Pfeil, Oliver [Notes] & Yakovenko, Tetiana [Orga]	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						

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

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

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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	Finalising the PoC defined in the previous sprint
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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						

[illegible]

[illegible]

#	Context	Name	Version	License	Comment
1	CI/CD	Docker - build scripts	26.0.0	MIT	Docker framework and tools used to build and publish container images
3	CI/CD	Node.js	>= 20.12.2	MIT	Free, open-source, cross-platform JavaScript runtime environment, here used for the npm tool.
2	Frontend	npm:typescript	5.4.5	Apache-2.0	TypeScript is a superset of JavaScript that compiles to clean JavaScript output.
3	Frontend	npm:react	18.3.0	MIT	The library for web and native user interfaces.
4	Frontend	npm:eslint	8.57.0	MIT	Find and fix problems in your JavaScript code.
5	Frontend	npm:react-dom	18.3.0	MIT	The library for web and native user interfaces.
7	Frontend	npm:vite	5.2.10	MIT	Frontend tooling for easier frontend development
8	Frontend	npm:acorn	8.11.3	MIT	JavaScript-based JavaScript parser
9	Backend	dotnet-docker	6.0	MIT	.NET is a general purpose development platform maintained by Microsoft and the .NET community on GitHub. This also includes all dotnet docker containers used for the Backend.
10	Backend	nuget:MySQL.Data	8.0.23	-	Connector/NET is a fully-managed ADO.NET driver for MySQL.
11	Backend	nuget:Swashbuckle.AspNetCore	5.6.3	MIT	Swagger tools for documenting API's built on ASP. NET Core
12	Data processing	nuget:Microsoft.Data.SqlClient	3.0.1	MIT	Microsoft.Data.SqlClient provides database connectivity to SQL Server for .NET applications.
Software bill of materials(generated from Github):		https://drive.google.com/file/d/1CPA89OGH_Cr0poRdWhUKLSSHIUuKb8Fm/view?usp=sharing			

Last Name	First Name	Value					
Balitzki	Emil	3		4.33	NOK		
Bandel	Nicolas						
Fischer	Erik						
Holtmeier	Leon						
Nandico	Lucas	5		0	No size		
Pfeil	Oliver			1	Trivial size		
Pöhl	Celine	5		2	Small size		
Khan	Muhammad Ahsan			3	Medium size		
Yakovenko	Tetiana			5	Large size		
				8	Very large size		
				13	Too large (size)		