

Project Name	Updating Flash Boot Loader
Online team meeting	https://tu-berlin.zoom.us/j/66771292215?pwd=YUIZRmZoRTFyZkFLelVJQUhFMEIzZz09
Production system (if any)	...
Test system (if any)	...
GitHub repository	https://github.com/amosproj/amos2024ss07-updating-flash-boot-loader
GitHub feature board	https://github.com/orgs/amosproj/projects/61
GitHub impediments backlog	https://github.com/orgs/amosproj/projects/66
Team T-shirt (white)	https://www.shirtinator.de/s/DT8swsrfTzyO5puA44dbDw
Team T-shirt (black)	https://www.shirtinator.de/s/IBIKPwM8STWfVG6CVIJbLQ
Additional materials	...
Team mailing list	oss-amos-proj7@lists.fau.de
Links	
Happiness Index	https://happy-amos.appspot.com/
Capabilities Timeline	Capabilities Timeline (by Week)
Capabilities Timeline Explained	Capabilities Timeline Explained

Last Name	First Name	GitHub User Name	Email Address
Wilms	Leon	wlklsn	leonwilms.wk@gmail.com
Rodriguez Schmidt	Sebastian Alberto	sebas-rodri	r99@melao.de
Freund	Andreas	AndreasFreund	andi.freund@fau.de
Roy	Paul	PaulRoy1	paul.roy@fau.de
Pilarczyk	Wiktor	wiklam	wiktorpilar99@gmail.com
Ehrl	Dorothea	ibexq	dorothea.ehrl@fau.de
Gtari	Nahrain	Nahrain1	nahraingtari1@gmail.com
Bauer	Michael	MikeFAU	mike.bauer@fau.de
Soni	Rahil	Rahilsoni007	raj.soni@fau.de

#	Meeting Day	Product Owners	Software Developer	Release Manager	Scrum Master	Comment
1	2024-04-17	Andreas Freund, Nahrain Gtari	Everyone else	n/a	COACH student	
2	2024-04-24	Andreas Freund, Nahrain Gtari	Everyone else	n/a	COACH student	
3	2024-05-01	Andreas Freund, Nahrain Gtari	Everyone else	n/a	COACH student	No regular project meeting, public holiday
4	2024-05-08	Andreas Freund, Nahrain Gtari	Everyone else	Dorothea Ehrl	COACH student	
5	2024-05-15	Andreas Freund, Nahrain Gtari	Everyone else	Wiktor Pilarczyk	COACH student	Build process review
6	2024-05-22	Andreas Freund, Nahrain Gtari	Everyone else	Leon Wilms	COACH student	
7	2024-05-29	Andreas Freund, Nahrain Gtari	Everyone else	Michael Bauer	COACH student	
8	2024-06-05	Andreas Freund, Nahrain Gtari	Everyone else	Paul Roy	COACH student	Mid-term due
9	2024-06-12	Andreas Freund, Nahrain Gtari	Everyone else	Sebastian Rodriguez	COACH student	
10	2024-06-19	Andreas Freund, Nahrain Gtari	Everyone else	Dorothea Ehrl	COACH student	
11	2024-06-26	Andreas Freund, Nahrain Gtari	Everyone else	Wiktor Pilarczyk	COACH student	
12	2024-07-03	Andreas Freund, Nahrain Gtari	Everyone else	Michael Bauer	COACH student	
13	2024-07-10	Andreas Freund, Nahrain Gtari	Everyone else	Leon Wilms	COACH student	
14	2024-07-17	Andreas Freund, Nahrain Gtari	Everyone else	Paul Roy	COACH student	Demo day!
15	2024-07-24	Andreas Freund, Nahrain Gtari	Everyone else	Sebastian Rodriguez	COACH student	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	Having a good time as a team and learning about technology
	Working product that meets requirements
Meeting norms	Keep Agenda. Additions to Agenda need to be communicated in Slack beforehand, so everybody can prepare
	Start on Time and also end on time (I have work right afterwards)
Working norms	communicate openly and respectfully with each other especially in case of conflicts or diverging opinions
	Ask questions as soon as you get stuck and don't try to grind through on your own
Coordination norms	Team Meeting: PO or SM
	Assignment: PO for the respective component
Communication norms	acknowledge within a day to direct questions (excluding maybe weekends), communicate via slack public except for e.g. meeting for pair programming
	As few tools as possible, . Its best to report issues as early as possible and be direct.
Consideration norms	Keep side conversations for the end of the meeting, so people who have to leave on time can do so
	We take everybody's opinion into consideration but final decision should be taken by voting
Cont. improvement norms	track progress: github board, evaluate work: code reviews etc?
	Suggestions for improvements are always welcome
Rewards	By receiving good feedback from the teaching team or achieving a milestone we can meet for a coffee! :)
Sanctions	conflicts / not meeting obligations probably not due to ill intent, so talk with the person to find out reason and find a solution
	ideally everybody takes responsibility but this should be decided case by case.
Signatures	
Scrum Master	Rahil Soni
Product owner	Nahrain Gtari
Product owner	Andreas Freund
Software developer	Sebastian Alberto Rodriguez Schmidt
Software developer	Wiktor Pilarczyk
Software developer	Leon Wilms
Software developer	Michael Bauer
Software developer	Dorothea Ehrl
Software developer	Paul Roy

Product Vision	Project Mission
<p>The reason of existence of the envisioned product (beyond this project). The product vision consists mainly in providing a reliable Flash Boot Loader that allows updating embedded software in automotive systems for users regardless of their technical expertise.</p>	<p>The mission of this particular project (in the context of the product vision). Our project mission consists mainly in developing a robust Flash Boot Loader with a user-friendly GUI that enables users, regardless of their technical expertise, to update the firmware on Aurix-based TC375 automotive embedded devices via the CAN Bus in an efficient and easy way. The project structure should allow Hella to adapt it to different platforms.</p>

[illegible]

Sprint #	Sprint goal
1	None
2	None
3	None
4	Optional
5	Demonstrate end to end communication between GUI and MCU using some actual features
6	Get ready for mid-project release: UI cleanup & small refactoring
7	
8	
9	
10	
11	
12	
13	
14	
15	

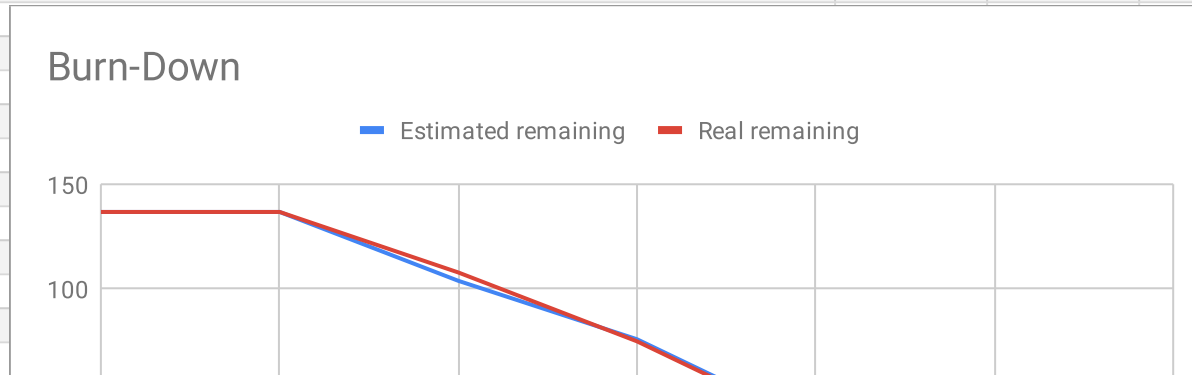
Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			153	153		
Sprints						
7		Prepare for Flashing of the ECU	31	153	25	153
8		Flashing of the ECU	24	122	32	128
9		Flashing of the ECU #2 & Docs	15	98	5	96
10		UI Tweaks & Bugfixing	21	83	0	91
11		Testing & Documentation	31	62	0	91
12		Prepare for Final Release & Documentation for Handover	31	31	0	91
				0		91
Features						
7		[WIN] Implement the CAN bus bitrate selection	3		3	
7		[MCU] Implement flash date display and flash persistence module	5		5	
7		[WIN] Add connectivity indicator	5		3	
7		[MCU] Adjust linker-script for bootloader	5		3	
7		[MCU] Create dummy ASW for demonstration purposes	5		3	
7		[WIN] Validation of firmware file	8		8	
8		Flash ECU Firmware	8		13	
8		Display Version Information before Flashing	5		5	
8		Check license of 2 .dll files in release .zip file	3		3	
8		Prepare and Jump to ASW from Bootloader	5		8	
8		Clarify Flash Layout w/ Hella and Implement it	3		3	
9		Reboot to Bootloader from ASW	5			
9		Generate Log File	3		3	
9		Verify Firmware Update (Post Flashing)	5			
9		Update User documentation	2		2	
10		Remember last folder path	3			
10		Optimize s19 file parsing / validation	3			
10		[MCU] Key Mechanism in Flash	5			

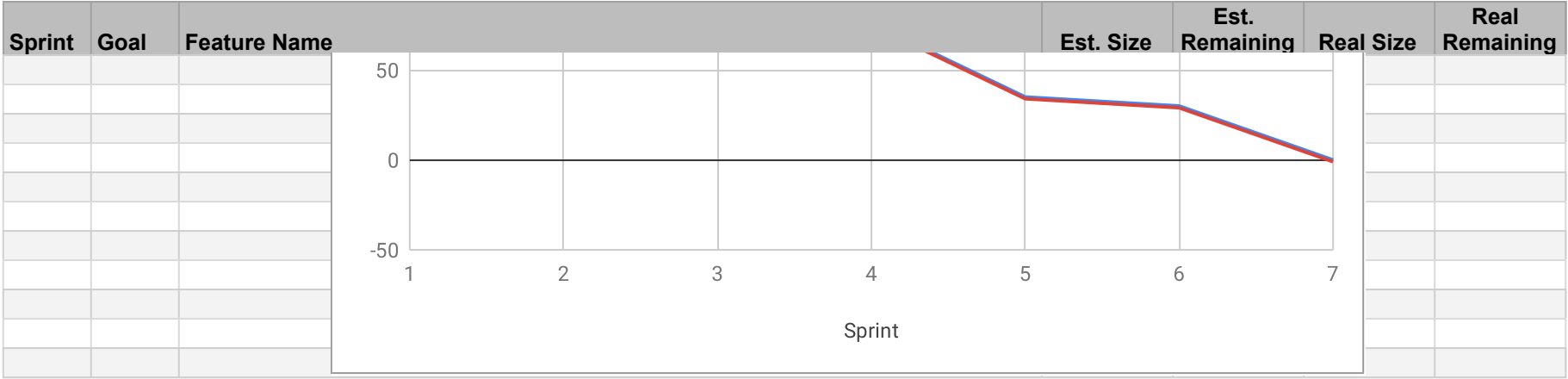
[illegible]

Sprint	Goal	Feature Name	Est. Size	Est. Remaining	Real Size	Real Remaining
Release						
Total			137	137		
Sprints						
1		Research	0	137	0	137
2		Setup projects, High risk tasks	33	137	29	137
3		Combine modules	28	104	33	108
4		Get IsoTP & UDS working	41	76	41	75
5		Demonstrate end to end communication between GUI and MCU using some actual features	5	35	5	34
6		Get ready for mid-project release: UI cleanup & small refactoring	30	30	30	29
7				0		-1
Features						
1	4	Align on a GUI framework				
1	1	Create Logo				
1	3	Get familiar with CAN-Bus, Aurix IDE, MCU programming				
2	13	Initialize software bill of materials	1		1	
2	10	[MCU] CAN driver	5		5	
2	9	[MCU] LED driver	5		2	
2	12	[Win] CAN Wrapper	5		5	
2	15	Initialize Readme file	1		1	
2	14	Create the description of the planned software architecture	3		2	
2	6	Create *.s19 to Binary converter	3		3	
2	5	Implement a function for file browsing, selecting, and simple processing	5		5	
2	11	[MCU] Flash driver	5		5	
3	34	[MCU] Build Process	3		2	
3	35	Implement UDS Communication Specification	3		3	
3	17	Implement a function to select CAN-HW	5		3	
3	19	Integrate CAN Wrapper with GUI	3		8	
3	21	Document / obtain documentation for relevant part of UDS	3		5	
3	33	[GUI] QT App Build process	3		5	
3	7	[UI] Implement "Updating in progress" indicator	2		2	
3	27	Design a Mockup for ECU Listing UI	3		3	

The Burn-Down chart displays two lines: a blue line for 'Estimated remaining' and a red line for 'Real remaining'. Both lines start at approximately 140 units on the y-axis. The x-axis represents time, divided into six equal intervals. The blue line decreases linearly, reaching 0 units at the end of the sixth interval. The red line follows the blue line closely, staying slightly above it until the fourth interval, where it begins to fall below the blue line, indicating that more work was completed than estimated.

Interval	Estimated remaining	Real remaining
1	140	140
2	120	135
3	100	115
4	80	95
5	60	75
6	40	55





[illegible]

Type	Link / reference

[illegible]

Last Name	First Name	Value		#DIV/	#DIV/		
Wilms	Leon			0!	0!		
Rodriguez Schmidt	Sebastian Alberto						
Roy	Paul						
Pilarczyk	Wiktor						
Ehrl	Dorothea			0	No size		
Bauer	Michael			1	Trivial size		
				2	Small size		
Soni	Rahil			3	Medium size		
Gtari	Nahrain			5	Large size		
Freund	Andreas			8	Very large size		
				13	Too large (size)		
How to play planning poker							
1. Everyone type their number into their value field, don't hit return yet							
2. Someone, perhaps a product owner, count down 3.. 2.. 1..							
3. Then, everyone hit return to submit their value							

Demo Day Schedule	Talking	Demoing
Intro (1min)	Nahrain	/
Slot 1	Andreas	
Slot 2		
Slot 3	Andreas	
Slot 4		
Slot 5		