| Project Name | AI Driven Testing |
|---|---|
| | |
| Online team meeting | https://fau.zoom.us/j/69553438847?pwd=VHGm0oOZ2KvPbbhrGsmX83d4rAuuaT.1 |
| | |
| Production system (if any) | ... |
| Test system (if any) | ... |
| | |
| GitHub repository | https://github.com/amosproj/amos2025ss04-ai-driven-testing |
| GitHub feature board | https://github.com/orgs/amosproj/projects/82/views/2 |
| GitHub imp-squared backlog | https://github.com/orgs/amosproj/projects/86/views/1 |
| | |
| Team T-shirt (white) | https://www.shirtinator.ch/s/gyMoSd27QOSllB0wUYQ7XA |
| Team T-shirt (black) | https://www.shirtinator.ch/t-shirts/gestalten/t-shirt-bedrucken#/load/share/f86b8d3a-f5b9-436a-a31c-50d9ad820ba4 |
| | |
| Additional materials | ... |
| | |
| Team maling list | oss-amos-proj4@lists.fau.de |
| | |

| Last Name | First Name | GitHub User Name | Email Address |
|---|---|---|---|
| Brüggemann | Jonas | JonasBrue | jonas.brueggemann@campus.tu-berlin.de |
| Clicqué | Lennard | OlafVanHuusen | lennard.clicque@fau.de |
| Hasse | Lisabeth | PeppermintCoding123 | |
| Heidkamp | Tessa | theidkamp | |
| Krug | Maximilian | HaruspexSan | |
| Lang | Felix | xilef45 | felix.l.lang@fau.de |
| Lorenz | Alexander | Hydraneut | alexander.lorenz@fau.de |
| Parameswaran | Biranavan | Biranavan-Parameswaran | parameswaran@campus.tu-berlin.de |
| Takale | Aditi Vishwas | adititakale01 | adititakale01@gmail.com |
| Alsultan | Moaiad | Moaiadsu | m.alhmadhalsultan@campus.tu-berlin.de |
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| # | Meeting Day | Product Owner | | Software Developer | Release Manager | Scrum Master | Comment |
| | | Review | Planning | | | | |
|---|---|---|---|---|---|---|---|
| 1 | 2025-04-16 | both | both | all other | | Felix | |
| 2 | 2025-04-23 | | | | | Felix | |
| 3 | 2025-04-30 | | | | | Felix | |
| 4 | 2025-05-07 | | | | | Felix | Build process review |
| 5 | 2025-05-14 | | | | | Felix | |
| 6 | 2025-05-21 | | | | | Felix | |
| 7 | 2025-05-28 | | | | | Felix | Mid-term due |
| 8 | 2025-06-04 | | | | | Felix | |
| 9 | 2025-06-11 | | | | | Felix | |
| 10 | 2025-06-18 | | | | | Felix | |
| 11 | 2025-06-25 | | | | | Felix | |
| 12 | 2025-07-02 | | | | | Felix | |
| 13 | 2025-07-09 | | | | | Felix | |
| 14 | 2025-07-16 | | | | | Felix | Demo day! |
| | | | | | | | |
| | | | | | | | |
| Product owners, software developers, and Scurm Master are set and ideally don't change over time; the critical part is the Release Manager role you need to define here | | | | | | | |
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|---|---|
| **Goals** | Interpersonal relationship objectives: "To foster an atmosphere of mutual respect and learning, creating a team-spirit" |
| | Main goal is to create a satisfiying project that makes Us, the IP(Industry Partner) and open-source community happy |
| **Meeting norms** | Documentation in english and meeting language in German |
| | Start on time |
| | Be Polite |
| | Purpose: Clearly define the goal of the meeting. <br> Preparation: Ensure all participants are well-informed and ready to contribute. <br> Participation: Encourage active engagement from all attendees. <br> Process: Organize the meeting structure and agenda effectively. <br> Progress: Monitor the meeting's progress and ensure it stays on track. |
| **Working norms** | Leave the code better than you found it (The Boy Scout Rule) |
| | Keep it Simple, Stupid (KISS) |
| **Coordination norms** | Felix will do the retros + keeping track of meetings |
| | Alex and Max will take care of the assignments (Backlog Items) |
| **Communication norms** | We check Discord at least every day |
| | |
| **Consideration norms** | Communicate Conflict in Team-Meeting. Help from Felix or Jovana to solve conflicts. |
| | Respect, active listening, tolerance |
| **Cont. improvement norms** | Experimentation spirit and feedback culture |
| | Burn-Down charts as process tracking |
| **Rewards** | Appreciation and praise |
| | |
| **Sanctions** | Wear the ducky tie |
| | Post a cute/funny pic of a pet (or similar) |
| **Signatures** | |
| | |
| Scrum Master | Felix Lang |
| Product owner | Maximilian Krug |
| Product owner | Alexander Lorenz |
| Software developer | Mohammad Moaiad Alhamdh Alsultan (Moaiad Alsultan) |
| Software developer | Jonas Brüggemann |
| Software developer | Lennard Clicqué |
| Software developer | Biranavan Parameswaran (Biri) |
| Software developer | Lisabeth Hasse |
| Software developer | Tessa Heidkamp |
| Software developer | Aditi Vishwas Takale |

| 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 |
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| Sprint # | Sprint goal |
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| 1 | None |
| 2 | None |
| 3 | None |
| 4 | Optional |
| 5 | Write your sprint goal here |
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| Sprint # | Story Points Realized |
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| | **PLEASE CREATE THE VELOCITY CHART ON A NEW TAB USING THE DATA FROM THIS TAB** |
| | |

| Sprint | Goal | Feature Name | Est. size | Est. remaining | Real size | Real remaining |
|--------|------|--------------|-----------|----------------|-----------|----------------|
| | | | | | | |
| **Release** | | | | | | |
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| **Total** | | | 0 | 0 | | |
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| **Sprints** | | | | | | |
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| 2 | | | 0 | 0 | 0 | 0 |
| 3 | | | 0 | 0 | 0 | 0 |
| ... | | | | 0 | | 0 |
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| **Features** | | | | | | |
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| | | **PLEASE CREATE THE BURNDOWN CHART ON A NEW TAB USING THE DATA FROM THIS TAB** | | | | |

| Sprint | Goal | Feature Name | Est. size | Est. remaining | Real size | Real remaining |
|--------|------|--------------|-----------|----------------|-----------|----------------|
| | | | | | | |
| **Release** | | | | | | |
| | | | | | | |
| **Total** | | | 0 | 0 | | |
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| **Sprints** | | | | | | |
| | | | | | | |
| 1 | | | 0 | 0 | 0 | 0 |
| 2 | | | 0 | 0 | 0 | 0 |
| 3 | | | 0 | 0 | 0 | 0 |
| ... | | | | 0 | | 0 |
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| **Features** | | | | | | |
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| | | **PLEASE CREATE THE BURNDOWN CHART ON A NEW TAB USING THE DATA FROM THIS TAB** | | | | |

| # | Feature Definition of Done | Sprint Release Definition of Done | Project Release Definition of Done |
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| # | Context | Name | Version | License | Comment |
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| Last Name | First Name | Value | | | | | |
|---|---|---|---|---|---|---|---|
| **Brüggemann** | **Jonas** | 5 | | | | | |
| **Clicqué** | **Lennard** | 5 | | **5.00** | **OK** | | |
| **Hasse** | **Lisabeth** | 5 | | | | | |
| **Heidkamp** | **Tessa** | 5 | | | | | |
| **Parameswaran** | **Biranavan** | 5 | | 0 | No size | | |
| **Takale** | **Aditi Vishwas** | 5 | | 1 | Trivial size | | |
| | | | | 2 | Small size | | |
| | | | | 3 | Medium size | | |
| | | | | 5 | Large size | | |
| | | | | 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 | | | | | | | |
| | | | | | | | |