

<b>Project Name</b>	...
<b>Online team meeting</b>	<a href="https://fau.zoom-x.de/j/3913240515?pwd=TWo2NkZmaVZFWDVKckNKVzQyRG4zdz09">https://fau.zoom-x.de/j/3913240515?pwd=TWo2NkZmaVZFWDVKckNKVzQyRG4zdz09</a>
<b>Production system (if any)</b>	TBT
<b>Test system (if any)</b>	TBT
<b>GitHub repository</b>	<a href="https://github.com/amosproj/amos2025ws01-opensearch-load-tester">https://github.com/amosproj/amos2025ws01-opensearch-load-tester</a>
<b>GitHub feature board</b>	<a href="https://github.com/orgs/amosproj/projects/89/views/2">https://github.com/orgs/amosproj/projects/89/views/2</a>
<b>GitHub imp-squared backlog</b>	<a href="https://github.com/orgs/amosproj/projects/93/views/1">https://github.com/orgs/amosproj/projects/93/views/1</a>
<b>Team T-shirt (white)</b>	...
<b>Team T-shirt (black)</b>	...
<b>Additional materials</b>	...
<b>Team mailing list</b>	oss-amos-proj1@lists.fau.de

Last Name	First Name	GitHub User Name	Email Address
Lorenz	Alexander	Hydraneut	alexander.lorenz@fau.de
Buchner	Lea	LeaBuchner	<a href="mailto:lea.buchner@fau.de">lea.buchner@fau.de</a>
Engelhard	Dirk	engelharddirk	dirk.engelhard@fau.de
Strachwitz	Carlo	Carlit0	<a href="mailto:carlostrachwitz@gmail.com">carlostrachwitz@gmail.com</a>
Belz	Sara	SaraBelz	<a href="mailto:sara.belz@fau.de">sara.belz@fau.de</a>
Becker	Eugen	BeEugen	<a href="mailto:eugen.becker@fau.de">eugen.becker@fau.de</a>
Hofmann	Leo	Leolingio	leohof23@gmail.com
Knecht	Sebastian	SeboKnt	<a href="mailto:sebastian.knecht@fau.de">sebastian.knecht@fau.de</a>

#	Meeting Day	Product Owner		Software Developer	Release Manager	Scrum Master	Comment
		Review	Planning				
1	2025-10-15	both	both	Everyone else	N/A	Alexander Lorenz	
2	2025-10-22	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	
3	2025-10-29	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	
4	2025-11-05	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	Build process review
5	2025-11-12	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	
6	2025-11-19	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	
7	2025-11-26	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	Mid-term due
8	2025-12-03	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	
9	2025-12-10	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	
10	2025-12-17	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	Team Workshop
11	2026-01-07	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	No class but team meeting
12	2026-01-14	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	
13	2026-01-21	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	
14	2026-01-28	Lea Buchner	Dirk Engelhard	Everyone else		Alexander Lorenz	
15	2026-02-04	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	Demo day!+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>	achieve the project goal
	get inside into the scrum and agile process
	improve practical development skills
	create something worth using
<b>Meeting norms</b>	everybody should feel safe
	be punctual
	Absence from meetings should be (if possible) declared a day in advance
<b>Working norms</b>	open door policy (everybody should be allowed to do mistakes)
	maintaining good documentation
	Backlog items are assigned by the developers themselves before they work (outside the team meeting)
<b>Coordination norms</b>	every Backlog item has at least 1 dedicated person (if work has already started on it)
	Contributors assign themselves to backlog items
<b>Communication norms</b>	meetings take place in English unless stated otherwise
	stick to the topic of the channel
	We use discord as our primary method of communication
	we check discord at least once a day (and react if needed)
	We use Whatsapp for urgent communication (less than an hour)
<b>Consideration norms</b>	If you see something say something
	We decide with majority vote
	If we think we could help we extend it
<b>Cont. improvement norms</b>	constructive feedback is always welcome
	We jointly review the happiness index
<b>Rewards</b>	celebrate successes
	Appreciation and praise
<b>Sanctions</b>	apologize sincerely
	and find a funny way to apologize
<b>Signatures</b>	
Scrum Master	Alexander Lorenz
Product owner	Dirk Engelhard
Product owner	Lea Buchner
Software developer	Leo Hofmann
Software developer	Eugen Becker
Software developer	Sebastian Knecht
Software developer	Sara Belz
Software developer	Carlo Strachwitz

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	None
2	None
3	None
4	Optional
5	Write your sprint goal here
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

Sprint #	Story Points Realized
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
	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						
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						
		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		
Sprints						
1			0	0	0	0
2			0	0	0	0
3			0	0	0	0
...				0		0
Features						
1						
2						
3						
		PLEASE CREATE THE BURNDOWN CHART ON A NEW TAB USING THE DATA FROM THIS TAB				

[illegible]

Type	Link / reference

[illegible]

Last Name	First Name	Value					
Lorenz	Alexander	5		5.00	OK		
Buchner	Lea	5					
Engelhard	Dirk						
Strachwitz	Carlo						
Belz	Sara			0	No size		
Becker	Eugen			1	Trivial size		
Hofmann	Leo			2	Small size		
Knecht	Sebastian			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							