Project Name	...
Online team meeting	https://fau.zoom-x.de/j/3913240515?pwd=TWo2NkZmaVZFWDVKckNKVzQyRG4zdz09
Production system (if any)	TBT
Test system (if any)	TBT
GitHub repository	https://github.com/amosproj/amos2025ws01-opensearch-load-tester
GitHub feature board	https://github.com/orgs/amosproj/projects/89/views/2
GitHub imp-squared backlog	https://github.com/orgs/amosproj/projects/93/views/1
Team T-shirt (white)	...
Team T-shirt (black)	...
Additional materials	...
Team maling list	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	lea.buchner@fau.de
Engelhard	Dirk	engelharddirk	dirk.engelhard@fau.de
Strachwitz	Carlo	Carlit0	carlostrachwitz@gmail.com
Belz	Sara	SaraBelz	sara.belz@fau.de
Becker	Eugen	BeEugen	eugen.becker@fau.de
Hofmann	Leo	Leolingio	leohof23@gmail.com
Knecht	Sebastian	SeboKnt	sebastian.knecht@fau.de
Portakal	Melih	smelihportakal	smelihportakal@gmail.com

#	Meeting Day	Product Owner Review	Product Owner Planning	Software Developer	Release Manager	Scrum Master	Comment
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	
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	
11	2026-01-07	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	
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	Demo day!
15	2026-02-04	Dirk Engelhard	Lea Buchner	Everyone else		Alexander Lorenz	Retrospective

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

Goals	achieve the project goal
	get inside into the scrum and agile process
	improve practical development skills
	create something worth using
Meeting norms	everybody should feel safe
	be punctual
	Absence from meetings should be (if possible) declared a day in advance
Working norms	open door policy (everybody should be allowed to do mistakes)
	maintaining good documentation
	Backlog items are assigned by the developers themselve before they work (outside the team meeting)
Coordination norms	every Backlog item has at least 1 deticated person (if work has already started on it)
	Contributers assigne them self to bakclog items
Communication norms	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)
Consideration norms	If you see something say something
	We decide with majority vote
	If we think we could help we extend it
Cont. improvement norms	constructive feedback is always welcome
	We jointly review the happiness index
Rewards	celebrate successes
	Appreciation and praise
Sanctions	apoligize sincerly
	and find a funny way to apoligize
Signatures	
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	Melih Portakal
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				

#	Feature Definition of Done	Sprint Release Definition of Done	Project Release Definition of Done

Type	Link / reference

#	Context	Name	Version	License	Comment

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		
Portakal	Melih				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								