

Project Name	Robot Visual Perception
Online team meeting	https://fau.zoom-x.de/j/62836031488
Production system (if any)	Service Provided (later in the Project)
Test system (if any)	Local Webcam
GitHub repository	https://github.com/amosproj/amos2025ws04-robot-visual-perception
GitHub feature board	https://github.com/orgs/amosproj/projects/92
GitHub imp-squared backlog	https://github.com/orgs/amosproj/projects/95
Team T-shirt (white)	https://www.shirtinator.de/s/E_elf-EIT4iidRVnqM8J5w
Team T-shirt (black)	https://www.shirtinator.de/s/R0CANDdWTRCOvCohq_encA
Additional materials	https://discord.gg/VDqD2Zfb
Team mailing list	oss-amos-proj4@lists.fau.de
	https://happy-amos.appspot.com/
	Please use our mailing list for written communication. Only CC teachers (university) and coaches on specific topics, as the mailing lists are very long.

Last Name	First Name	GitHub User Name	Email Address
Hilgers	Felix	fhilgers	felix.hilgers@fau.de
Samdani	Sarib	saribx	saribstudent@gmail.com
Chinbat	Anuun	anuunchin	anuun.ch @gmail.com
Goldschmidt	Georgina	bu31punu	dzsini.lost@gmail.com
Zinn	Benedikt	BenediktZinn	benedikt.wh.zinn@gmail.com
Badura	Emil	Tenebrae311	badura@tu-berlin.de
Assenbaum	Paul	Paul2607	paul.assenbaum@fau.de
Mantsch	Christoph	Christoph-Mantsch	christoph.cm.mantsch@fau.de
Asadi	Zohreh	zohrehasadi00	z.asadi@campus.tu-berlin.de

#	Meeting Day	Product Owner		Software Developer	Release Manager	Scrum Master	Comment
		Review	Planning				
1	2025-10-22	Felix Hilgers	Benedikt Zinn	Everyone else	Paul Assenbaum	Georgina Goldschmidt	(Tuesday 21. Discord for Release process example)
2	2025-10-29	Benedikt Zinn	Felix Hilgers	Everyone else	Anuun Chinbat	Georgina Goldschmidt	
3	2025-11-05	Benedikt Zinn	Felix Hilgers	Everyone else	Sarib Samdani	Georgina Goldschmidt	
4	2025-11-12	Felix Hilgers	Benedikt Zinn	Everyone else	Sarib Samdani	Georgina Goldschmidt	
5	2025-11-19	Felix Hilgers	Benedikt Zinn	Everyone else	Anuun Chinbat	Georgina Goldschmidt	
6	2025-11-26	Benedikt Zinn	Felix Hilgers	Everyone else	Emil Badura	Georgina Goldschmidt	
7	2025-12-03	Felix Hilgers	Benedikt Zinn	Everyone else	Emil Badura	Georgina Goldschmidt	
8	2025-12-10	Benedikt Zinn	Felix Hilgers	Everyone else	Paul Assenbaum	Georgina Goldschmidt	
9	2025-12-17	Felix Hilgers	Benedikt Zinn	Everyone else	Christoph Mantsch	Georgina Goldschmidt	
10	2023-01-11	Benedikt Zinn	Felix Hilgers	Everyone else	Christoph Mantsch	Georgina Goldschmidt	
11	2023-01-18	Felix Hilgers	Benedikt Zinn	Everyone else	Zohreh Asadi	Georgina Goldschmidt	
12	2023-01-25	Benedikt Zinn	Felix Hilgers	Everyone else	Zohreh Asadi	Georgina Goldschmidt	
13	2023-02-01	Felix Hilgers	Benedikt Zinn	Everyone else		Georgina Goldschmidt	
14	2023-02-08	Benedikt Zinn	Felix Hilgers	Everyone else		Georgina Goldschmidt	Demo day!
15	2023-02-15	Felix Hilgers	Benedikt Zinn	Everyone else		Georgina Goldschmidt	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	Development of a visual perception system for robots with an accuracy of $\geq 90\%$
Meeting norms	<p>Zoom-Meetings in the meeting room of the university. Joining the meeting is mandatory, with exceptions (like sickness, etc.). As an exception, showing up to 10 minutes late is fine if the team is informed via discord. Happiness Index: has to be completed at the end of the meeting (amos happy). Stand-up-mails: containing -> things done, problems encountered, things up next. -> For SDs: min 2x per week -> For POs: min 1x per week</p>
Working norms	<p>Issues on Github in the "Feature board" project of the repository. Definition of Done: If specified in the issue that the feature has to be tested, tests have to be written for that feature, documented (in code or later in the wiki) Git-branches: The latest commit on the main-branch has to be tagged. Only 2 "in progress" tickets per person at one time.</p>
Coordination norms	<p>Developers can create issues but not put them onto the "Feature board". If blocked by a different task, discuss it as soon as possible. Communication should happen via Discord & mail. Criticism should be constructive. Language should be respectful at all times, both verbal and written communication.</p>
Communication norms	<p>Developers can create issues but not put them onto the "Feature board". If blocked by a different task, discuss it as soon as possible. Communication should happen via Discord & mail. Criticism should be constructive. Language should be respectful at all times, both verbal and written communication.</p>
Consideration norms	
Cont. improvement norms	
Rewards	Online coffee or lunch meet at some point.
Sanctions	Document absence. Repeated absence is addressed with the missing person directly but will later be escalated to professors.
Signatures	
Scrum Master	Georgina Goldschmidt
Product owner	Felix Hilgers

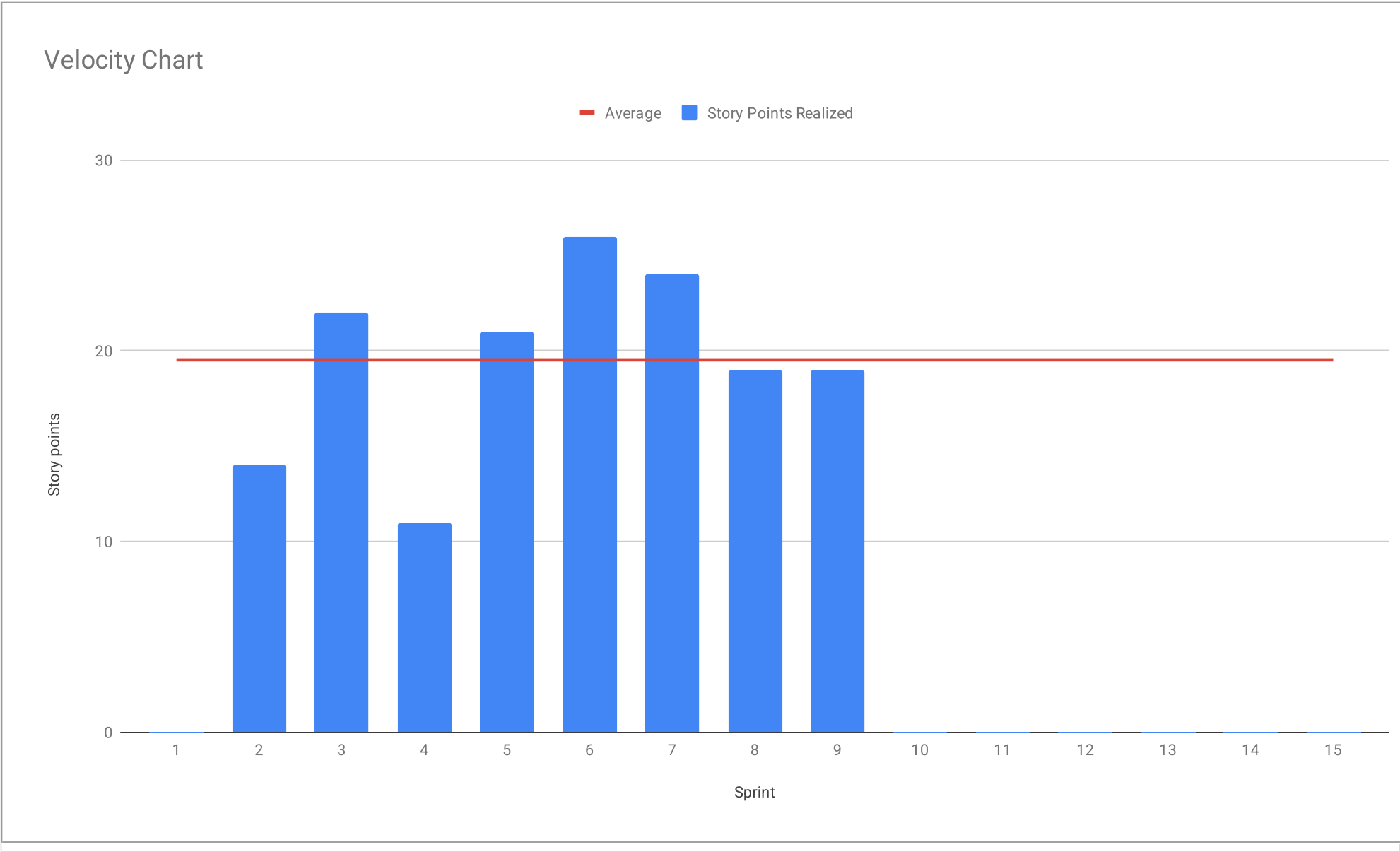
Product owner	Benedikt Zinn
Software developer	Sarib Samdani
Software developer	Emil Badura
Software developer	Anuun Chinbat
Software developer	Paul Assenbaum
Software developer	Christoph Mantsch
Software developer	Zohreh Asadi

Product Vision	Project Mission
<p>Optibot helps people when operating robots equipped with a single camera. It gives real-time distance estimates for known objects inside the field of view of said camera without relying on other sensors. The software stack is easy to integrate with already existing WebRTC based systems, making it easy to enhance existing robot networks.</p>	<p>The mission of this project is to create a containerized system that processes a WebRTC stream as an input and outputs a stream of metadata. This metadata will contain the objects detected in a certain frame of the video stream, their bounding boxes in the image & the estimated distance. This information can be overlayed over the existing video stream in a React component. All components of the project have well defined interfaces and can easily be integrated into existing architectures.</p>

Term	Definition
ONNX	Open Neural Network Exchange (A runtime to run machine learning models on a variety of hardware)
Monocular Depth Estimation	Estimating the Depth in a Scene with only one eye (or camera in our case)
YOLO	You Only Look Once, family of state of the art object detection models (and more)
MiDaS	A ML model for Monocular Depth Estimation
ML	Machine Learning
ORT	ONNX Runtime
CUDA	NVIDIA GPU runtime for machine learning and more
ROCm	AMD GPU runtime for machine learning and more
IoU	Intersection over Union
NMS	Non Maximum Suppression
FPS	Frames per Second
COCO	Common Objects in Context, a commonly used dataset for training and testing Object detection models
WebRTC	Web Real-Time Communication, video streaming between the different services
SBOM	Software Bill of Materials

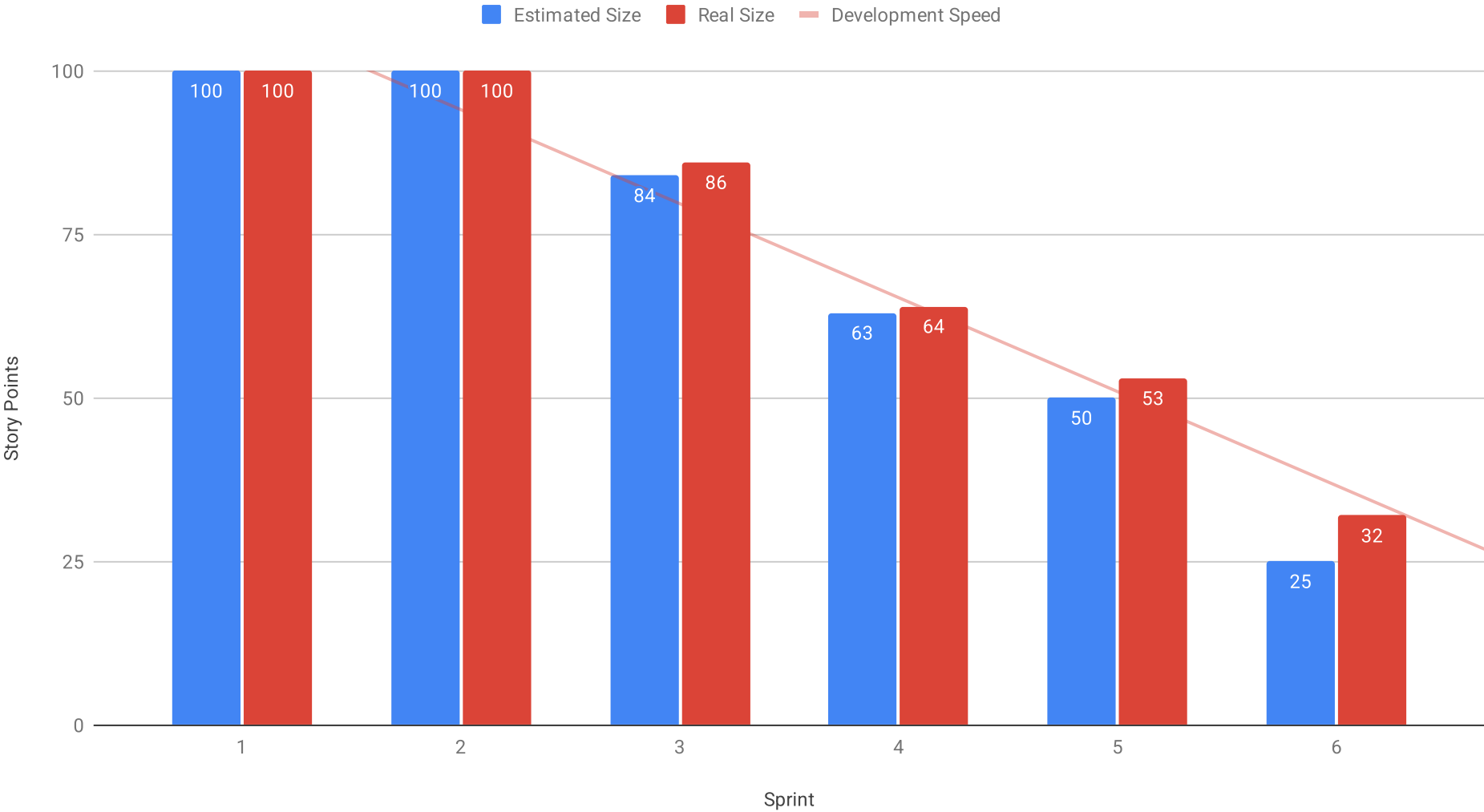
Sprint #	Sprint goal
1	Meeting with industry partner and getting things started (and the T-shirt of course)
2	Start work on individual components and research unclear topics
3	Combining components into a first working prototype
4	Refining prototype and splitting out components
5	Finishing the Implementation of the Initial Architecture
6	Refine component parts
7	Improve Extensibility and Documentation
8	Refining the overall look and feel
9	Project integration with real SFU
10	Technical Improvements and Experiments
11	Refactoring and Testing
12	Refining the Frontend
13	Performance Improvements
14	Finalizing the Documentation and Preparing for Demo Day
15	Reflecting on the Project

Sprint #	Story Points Realized
1	0
2	14
3	22
4	11
5	21
6	26
7	24
8	19
9	19
10	0
11	0
12	0
13	0
14	0
15	0



Sprint	Goal	Feature Name	Est. size	Est. remaining	Real size	Real remaining
Release						
Total			100	100		
Sprints						
1	Meeting with industry partner and getting things started (and the T-shirt of course)		0	100	0	100
2	Start work on individual components and research unclear topics		16	100	14	100
3	Combining components into a first working prototype		21	84	22	86
4	Refining prototype and splitting out components		13	63	11	64
5	Finishing the Implementation of the Initial Architecture		25	50	21	53
6	Refine component parts		25	25	26	32
Features						
1	Meeting with industry partner and getting things started (and the T-shirt of course)					
2	Start work on individual components and research unclear topics					
		Setup Architecture	5		5	
		Serve Webcam as WebRTC stream	5		5	
		Setup Initial CI Pipeline	3		3	
		Discuss Team Distribution Preferences	3		1	
3	Combining components into a first working prototype					
		Keep BOM up to date	2		2	
		Setup REUSE licensing	2		3	
		Update Architecture document	2		2	
		Create Object Detection Example	3		3	
		Prepare Build Process Review	2		2	
		Prepare Depth Estimation	5		5	
		Research Object and Depth Estimation	5		5	
4	Refining prototype and splitting out components					
		Metadata Transport	5		3	
		Split Backend Responsibilities	3		3	
		Improve Code Quality	5		5	
5	Finishing the Implementation of the Initial Architecture					
		Remove Redundant Calculations	3		3	
		Utilize Library for detecting Object dimensions	5		5	
		Create a React Video Component	3		3	
		Investigate and Fix startup Time	5		3	
		Fix Windows Development setup	3		3	
		Create a React Video Overlay	3		3	
		Build Process Video	1		1	
		Update Container Images	2		0	
6	Refine component parts					
		Initialize Build/Deployment Documentation	3		1	
		Initialize Technical Documentation	3		2	
		Initialize User Facing Documentation	3		3	
		Setup and Test analyzing with Cuda and Rocr	3		3	
		Properly use CSS	2		2	
		Reduce Initial Connection Time	2		2	
		Automate SBOM Generation	3		5	
		Setup Docker Compose	3		3	
		Separate Model Downloading from Running	3		5	

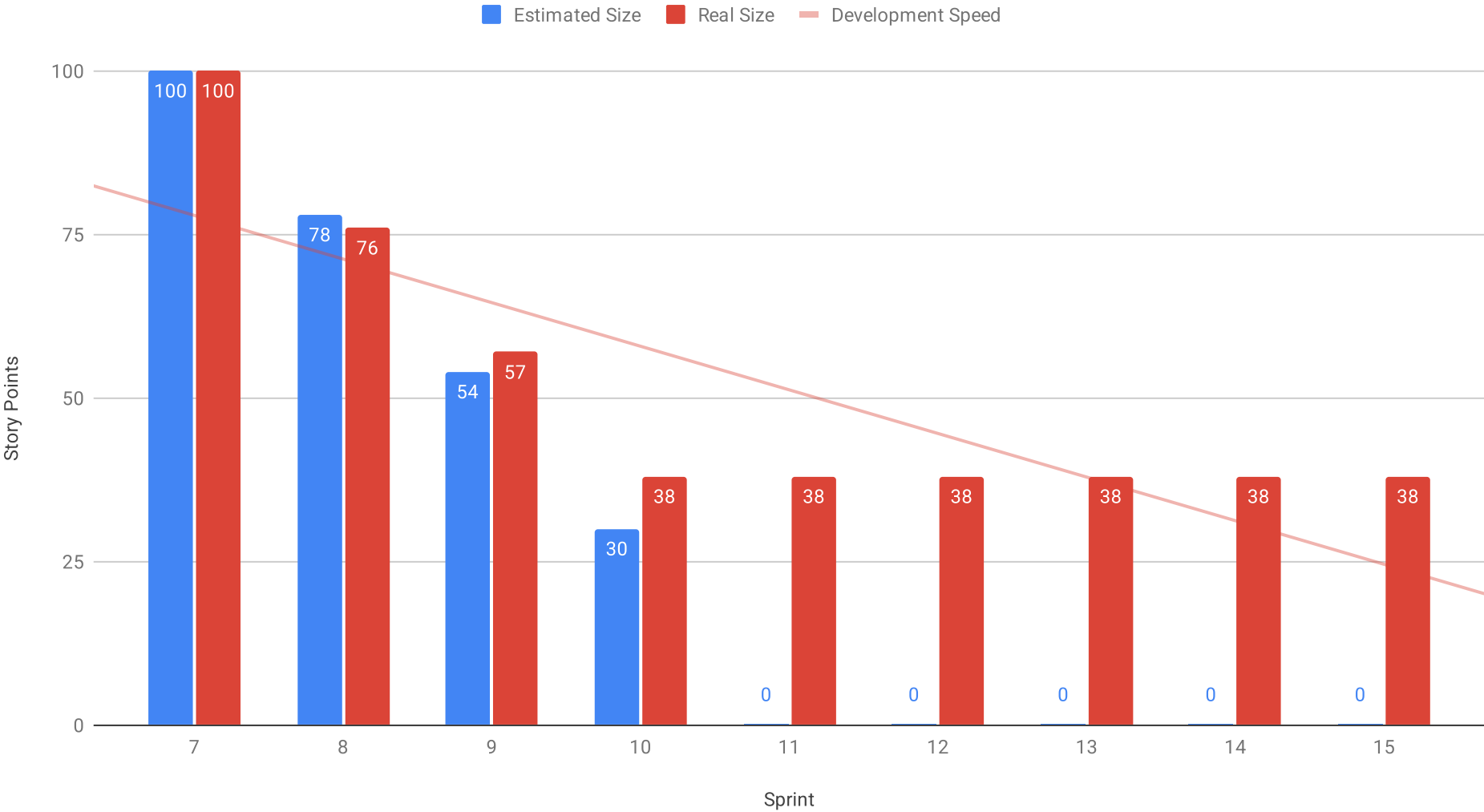
Burndown Chart



Sprint	Goal	Feature Name	Est. size	Est. remaining	Real size	Real remaining
Release						
Total			100	100		
Sprints						
7	Improve Extensibility and Documentation		22	100	24	100
8	Refining the overall look and feel		24	78	19	76
9	Project integration with real SFU		24	54	19	57
10	Technical Improvements and Experiments		30	30	0	38
11	Refactoring and Testing		0	0	0	38
12	Refining the Frontend		0	0	0	38
13	Performance Improvements		0	0	0	38
14	Finalizing the Documentation and Preparing for Demo Day		0	0	0	38
15	Reflecting on the Project		0	0	0	38
Features						
7	Improve Extensibility and Documentation					
		Extensible Object Analysis	3		2	
		Send Object Location (x, y, z) relative to Camera	3		5	
		Move to pyproject.toml	3		2	
		Reduce Container Size	3		1	
		React Metadata Widget	2		3	
		Reduce Inference Time	3		3	
		Transported Metadata Usage	5		8	
8	Refining the overall look and feel					
		Ability to Hide Overlay	1		0	
		Debounce Detections in Metadata Widget	3		3	
		Add Support for Yolo11	2		1	
		Create Make Targets for ONNX Export	1		1	
		Run MiDaS via ONNX	2		2	
		Overlay Flickering When Zoomed-in / -out	3		2	
		Clearing Overlay Unreliable	2		2	
		Overlay Drawn Out-of-bounds	2		1	
		Disconnecting Unreliable	3		3	
		Document Analyzer API Endpoints	2		1	
		Create Object Filter	3		3	
9	Project integration with real SFU					
		Smoother Overlays	5		5	
		Add Support for Depth Anything V2	3		2	
		Standalone Model Downloading	2		2	
		Run on real Hardware	2		2	
		Video Stream from File	3		3	
		Backend Logging	3		2	
		Frontend Logging	3		1	
		Low Confidence Filter	3		2	
10	Technical Improvements and Experiments					
		Add Ion-Sfu Support	3			
		Prometheus for Backend	3			
		Keep Metadata In Sync	5			
		Calibration Guide	2			
		Overlay Frame Smoothing	5			
		Add Detection Threshold	3			
		Evaluate Apple Depth Pro	2			
		Label Mapping in Backend	3			
		Support multiple languages	2			

Sprint	Goal	Feature Name	Est. size	Est. remaining	Real size	Real remaining
		Dark Light mode	2			
11	Refactoring and Testing					
		Improve depth estimation				
		UI Improvements				
		Refactor & Test: Object Tracking				
		Refactor & Test: Drawing Logic of frontend				
		Refactor & Test: Math functions				
12	Refining the Frontend					
		Top Down Radar View				
		Video Router & Dispatching Service				
		Centralized Configuration				
13	Performance Improvements					
		Model quntization FP16 / INT8				
		Tensor IO Binding				
		Optimize Preprocessing				
		Optimize Postprocessing				
		Align Model Inputs				
14	Finalizing the Documentation and Preparing for Demo Day					
		Finalize User Facing Documentation				
		Finalize Design Documentation				
		Finalize Build Documentation				
		Update Architecture Diagrams				
		Create Demo Day Slide				
		Create Demo Day Video				
15	Reflecting on the Project					
		Create Project Report				

Burndown Chart



[illegible]

Type	Link / reference

#	Context	Name	Version	License	Comment
1	Frontend (React UI)	npm:react	18.3.1	MIT	
2	Frontend (React UI)	npm:react-dom	18.3.1	MIT	
3	Backend (FastAPI API)	pypi:aioice	0.10.1	BSD-3-Clause	
4	Backend (FastAPI API)	pypi:aiohttp	1.14.0	BSD-3-Clause	
5	Backend (FastAPI API)	pypi:av	16.0.1	BSD-3-Clause	
6	Backend (FastAPI API)	pypi:fastapi	0.115.10	MIT	
7	Backend (FastAPI API)	pypi:httpx	0.27.2	BSD License	
8	Backend (FastAPI API)	pypi:numpy	1.26.4	BSD-3-Clause	
9	Backend (FastAPI API)	pypi:onnxruntime	1.20.1	MIT License	
10	Backend (FastAPI API)	pypi:onnxruntime	1.20.1	MIT License	
11	Backend (FastAPI API)	pypi:onnxruntime-gpu	1.23.2	MIT License	
12	Backend (FastAPI API)	pypi:opencv-python	4.9.0.80	Apache 2.0	
13	Backend (FastAPI API)	pypi:pydantic	2.12.3	MIT	
14	Backend (FastAPI API)	pypi:timmm	1.0.22	Apache-2.0	
15	Backend (FastAPI API)	pypi:ultralytics	8.3.58	AGPL-3.0	
16	Backend (FastAPI API)	pypi:uvicorn	0.38.0	BSD-3-Clause	
17	Backend (FastAPI API)	pypi:websockets	15.0.1	BSD-3-Clause	
18	Frontend (React UI)	npm:@types/react	18.3.12	MIT	
19	Frontend (React UI)	npm:@types/react-dom	18.3.1	MIT	
20	Frontend (React UI)	npm:@typescript-eslint/eslint-plugin	8.16.0	MIT	
21	Frontend (React UI)	npm:@typescript-eslint/parser	8.16.0	BSD-2-Clause	
22	Frontend (React UI)	npm:@vitejs/plugin-react	4.3.4	MIT	
23	Frontend (React UI)	npm:autoprefixer	10.4.22	MIT	
24	Frontend (React UI)	npm:eslint	9.17.0	MIT	
25	Backend Dev Dependencies	pypi:mypy	1.13.0	MIT	
26	Backend Dev Dependencies	pypi:onnx	1.19.1	Apache License v2.0	
27	Backend Dev Dependencies	pypi:onnxsript	0.5.6	MIT	
28	Backend Dev Dependencies	pypi:onnxsrim	0.1.75	MIT	
29	Frontend (React UI)	npm:postcss	8.5.6	MIT	
30	Frontend (React UI)	npm:prettier	3.4.2	MIT	
31	Backend Dev Dependencies	pypi:pytest	8.3.3	MIT	
32	Backend Dev Dependencies	pypi:pytest-asyncio	1.2.0	Apache-2.0	
33	Backend Dev Dependencies	pypi:reuse	4.0.3	Apache-2.0 AND CC0-1.0 AND CC-BY-SA-4.0 AND GPL-3.0-or-later	
34	Backend Dev Dependencies	pypi:ruff	0.7.0	MIT	
35	Frontend (React UI)	npm:tailwindcss	3.4.16	MIT	
36	Frontend (React UI)	npm:typescript	5.6.3	Apache-2.0	
37	Frontend (React UI)	npm:vite	6.0.3	MIT	
38	Frontend (React UI)	npm:vitest	2.1.5	MIT	

Last Name	First Name	Value		#DIV/	#DIV/		
				0!	0!		
Samdani	Sarib						
Chinbat	Anuun						
Badura	Emil						
Assenbaum	Paul			0	No size		
Mantsch	Christoph			1	Trivial size		
Asadi	Zohreh			2	Small size		
				3	Medium size		
Hilgers	Felix			5	Large size		
Goldschmidt	Georgina			8	Very large size		
Zinn	Benedikt			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							
						no cap yet	