

|                                   |   |
|-----------------------------------|---|
| <b>Project Name</b>               | RTDIP Timeseries Forecasting  |
| <b>Online team meeting</b>        | <a href="https://fau.zoom-x.de/j/65502405196?pwd=8H73lyixQfqKrnO8Eb47kawnuKChGp.1">https://fau.zoom-x.de/j/65502405196?pwd=8H73lyixQfqKrnO8Eb47kawnuKChGp.1</a> |
| <b>Production system (if any)</b> | TBD (Industry Partner Meeting on Monday)  |
| <b>Test system (if any)</b>       | TBD (Industry Partner Meeting on Monday)  |
| <b>GitHub repository</b>          | <a href="https://github.com/amosproj/amos2025ws03-rtdip-timeseries-forecasting">https://github.com/amosproj/amos2025ws03-rtdip-timeseries-forecasting</a>       |
| <b>GitHub feature board</b>       | <a href="https://github.com/orgs/amosproj/projects/91/">https://github.com/orgs/amosproj/projects/91/</a>   |
| <b>GitHub imp-squared backlog</b> | <a href="https://github.com/orgs/amosproj/projects/96">https://github.com/orgs/amosproj/projects/96</a>   |
| <b>Team T-shirt (white)</b>       | ...   |
| <b>Team T-shirt (black)</b>       | ...   |
| <b>Additional materials</b>       | <a href="https://discord.gg/KJXGmjcs">https://discord.gg/KJXGmjcs</a>   |
| <b>Team mailing list</b>          | oss-amos-projX@lists.fau.de   |
| <b>Happines Index App</b>         | <a href="https://happy-amos.appspot.com/Courses">https://happy-amos.appspot.com/Courses</a>   |



|   |             | Product Owner    |                  |                    |                 |              |               |  |
|---|-------------|------------------|------------------|--------------------|-----------------|--------------|---------------|--|
| #   | Meeting Day | Review           | Planning         | Software Developer | Release Manager | Scrum Master | Comment       |  |
| 1   | 2025-10-15  | Patrick Meusling | Hafidz Arifin    | Everyone else      | N/A             | Luca         |               |  |
| 2   | 2025-10-22  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Christoph       | Luca         |               |  |
| 3   | 2025-10-29  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Mehdi Khabouze  | Luca         |               |  |
| 4   | 2025-11-05  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Rene Jokiel     | Luca         |               |  |
| 5   | 2025-11-12  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Abdul Haseeb    | Luca         |               |  |
| 6   | 2025-11-19  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Hannes Pohnke   | Luca         |               |  |
| 7   | 2025-11-26  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Simon Selbig    | Luca         | Mid-term due  |  |
| 8   | 2025-12-03  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Rene Jokiel     | Luca         |               |  |
| 9   | 2025-12-10  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Mehdi Khabouze  | Luca         |               |  |
| 10  | 2026-01-11  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Abdul Haseeb    | Luca         |               |  |
| 11  | 2026-01-18  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Hannes Pohnke   | Luca         |               |  |
| 12  | 2026-01-25  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Simon Selbig    | Luca         |               |  |
| 13  | 2026-02-01  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Mehdi Khabouze  | Luca         |               |  |
| 14  | 2026-02-08  | Hafidz Arifin    | Patrick Meusling | Everyone else      | Christoph       | Luca         | Demo day!     |  |
| 15  | 2026-02-15  | Patrick Meusling | Hafidz Arifin    | Everyone else      | Hannes Pohnke   | Luca         | 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>                   | Aquire new skills<br>Produce a functioning and valuable product (a 1.0)   |
| <b>Meeting norms</b>           | We respect the opinions of others and we show up on time<br>Summary of Partner Meeting required   |
| <b>Working norms</b>           | Clean, testable code with clear commit messages, code comments<br>We respect other people's work  |
| <b>Coordination norms</b>      | Seperate branches for issues, second person review<br>We balance workload among the team  |
| <b>Communication norms</b>     | Daily check the corresponding channels (discord)<br>We communicate constructively, make sure to communicate possible problems (absence, etc.) |
| <b>Consideration norms</b>     | We discuss issues openly<br>We vote in case we can't reach a consensus  |
| <b>Cont. improvement norms</b> | We encourage critique and improvement efforts<br>Encourage reaching out for help (use the strength/skills of others)                          |
| <b>Rewards</b>                 | We treat ourselfes to a sweet of choice for good work   |
| <b>Sanctions</b>               | Push Ups (amount decided on the case)   |
| <b>Signatures</b>              |   |
| Scrum Master                   | Luca Böhm   |
| Product owner                  | Patrick Meusling  |
| Product owner                  | Hafidz Arifin   |
| Software developer             | Abdul Haseeb  |
| Software developer             | Rene Jokiel   |
| Software developer             | Simon Selbig  |
| Software developer             | Hannes Pohnke   |
| Software developer             | Christoph Huy   |
| Software developer             | Mehdi Khabouze  |

| 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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| <b>Sprint #</b> | <b>Sprint goal</b>          |
|-----------------|-----------------------------|
| 1               | None                        |
| 2               | None                        |
| 3               | None                        |
| 4               | Optional                    |
| 5               | Write your sprint goal here |
| 6               |                             |
| 7               |                             |
| 8               |                             |
| 9               |                             |
| 10              |                             |
| 11              |                             |
| 12              |                             |
| 13              |                             |
| 14              |                             |
| 15              |                             |
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| Sprint #  | Story Points Realized |
|---|-----------------------|
| 1   |                       |
| 2   |                       |
| 3   |                       |
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| 13  |                       |
| 14  |                       |
| 15  |                       |
| <b>PLEASE CREATE THE VELOCITY CHART ON A NEW TAB USING THE DATA FROM THIS TAB</b> |                       |

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

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







| Last Name  | First Name | Value | #DIV/0! | #DIV/0!          |
|--|------------|-------|---------|------------------|
| Böhm   | Luca       |       |         |                  |
| Meusling   | Patrick    |       |         |                  |
| Arifin   | Hafidz     |       |         |                  |
| Huy  | Christoph  |       |         |                  |
| Selbig   | Simon      |       | 0       | No size          |
| Haseeb   | Abdul      |       | 1       | Trivial size     |
| Pohnke   | Hannes     |       | 2       | Small size       |
| Jokiel   | Rene       |       | 3       | Medium size      |
| Khabouze   | Mehdi      |       | 5       | Large size       |
|  |            |       | 8       | Very large size  |
|  |            |       | 13      | Too large (size) |
| <b>How to play planning poker</b>  |            |       |         |                  |
| 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                         |            |       |         |                  |