

Team reflection
Electric team
Week 3

Customer value and scope

We want to create an application that shows toilets around us to help people who need them or who don't have a great access to hygiene in their home. Our main priority is to show where the toilets are and keep the database updated but we would like to implement less important features like reviews of the toilets for example.

For this project we would like to be able to create our product while learning about Agile methodology. It is also interesting to us to work with people from different nationalities.

We feel like the user stories we have created all have the same structure. Moreover, every user story creates value to our project.

Social contract and effort

The social contract we created seems to work well with the team and we have not felt the need to update it. We met during the week, there are no conflicts within the team and meetings are organised depending on our schedules.

Each person of the team spent around 15-20 hours on the project. However our progress is quite slow since we are learning to use the tools and lay the foundation of our software. We hope that the next sprints will go smoother.

Design decision and product structure

Application of Scrum

Beata was the scrum for this week. Since we had a difficult time organizing ourselves (finding time to meet, call etc.) it was quite difficult to apply what we learned in class. Now that we have met we believe it will be easier to work as a team using what we learned.

We talked about the priorities of what we had to do. As the week progressed we also realized that we might not be able to accomplish as many tasks as we originally thought which led us to reprioritising and slicing the tasks even smaller to ensure we still deliver some kind of value to the customer. We also forgot to properly implement the poker planning method which may have helped us to understand better what we could and could not accomplish. For the sprint next week we plan to spend more time on this as well as really taking into consideration our skill level.

We believe that to get comfortable with a technology the best is to read and watch tutorials on different platforms. We learned a lot from simply experimenting, testing and trying different solutions out.