Team reflection
Electric team
Week 3

Beata was the Scrum master for the week.

<u>Customer value and scope</u>
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.

<u>Social contract and effort</u>
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.

<u>Design decision and product structure</u>

<u>Application of Scrum</u>
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.

Week 4

Customer value and scope:
During the first week we have realised that the user stories we had created were great but we had to separate them into more tasks for them to be doable. We made sure at the beginning of this second sprint to create as many tasks as possible. It seemed to work better so we are planning on doing the same for the next sprints.This week our tasks were sliced in a way that meant each one gave more value to the customer. Our tasks were also less dependent on each other so that we were able to work independently. This is also something we will continue with in the next sprint.

We have created three KPIs : one for our stress level, the second one to evaluate how much of what we were supposed to do was completed and the last one to evaluate our productivity. They helped us see how the rest of the team was feeling about the project. It also allows us to compare our stress level with level or productivity to see if there is some kind of correlation. It also might lead to more open communication in how we are feeling and how productive we can be in our upcoming sprint.

Social contract and effort :
We have all spent around 15 to 20 hours during this sprint. We feel like we were much more efficient than the first sprint but we are still quite slow due to our lack of knowledge in the technologies we are using (language, github, etc.).

Once again our advancement was quite slow since there were many problems that we did not anticipate. We encountered the same problem during the first sprint which is why we drastically reduced our expectations for the second one. It was still too much work for us, one of the reasons was that we tried to catch up on what we did not do on the last sprint.

Design decisions and project structure:
We are thinking about creating a style guide for our code for it to be as homogenous. Although we are not so comfortable with coding and a lot of focus is on simply trying to implement our functionalities so we are not sure how much we can follow the style guide.

Application of Scrum:
For this week Gaëlle was the Scrum master and Ebba was the product owner. The communication was smoother this week and we had less difficulties communicating. Maybe the scrum helped with this but the whole team put in some efforts to make it work. Our understanding of the role was better this week. Ebba's role was to try to judge our work from an outsider perspective. The team did not really feel the need to communicate with the PO so it did not change much in our organization.

We have used the poker planning this week that we forgot during the last sprint. We sometimes under-evaluated some tasks, however it helped us see what was going to be the most difficult tasks and also see when we had to create even more tasks than we planned. It also started conversations on how to do things and to see if people on the team already had ideas to solve some problems.

As our supervisor advised, we made sure to stay focused on our user stories and tasks that we carefully created. In the following sprints we will try to use the Trello board even more effectively.

Ebba played the role of PO. For the sprint review we only showed her the part we felt would interest her as a PO. This week we managed to deliver everything we wanted in terms of added value for the customer so Ebba was quite pleased with the outcome of this week. Our app now has a map with some markers so the PO can really get an idea of what the final product might look like. The PO also added that she felt like the next priority should be showing more bathrooms before focusing on showing all of them. This review allowed us to say the user stories were done since all the other criterion of the DoD were complete.

What we took away from the guest lecture was that it was important to know your team and have great and open communication with them. Having efficient meetings seemed to be the main difficulty in a Scrum team, this week we feel like we managed to do the right amount of meetings for them to be useful and efficient. We had more consistent communication throughout the week and didn't let long periods of time go by without discussing what tasks we were doing or whether we were stuck on something.

Week 5

Customer value and scope
The tasks of this week were perhaps less well distributed in terms of effort this week. Indeed, some tasks appeared difficult to accomplish from the start of the sprint, while others seemed simple. However, we have not succeeded in making the tasks more independent and therefore failed to better share the workload. In the next sprint we may be able to address this by having more tasks that focus on other aspects of the user stories. In terms of the value that we delivered this week it was quite significant. We managed to deliver one of the most important functionalities in our entire project.

KPIs gave us an opportunity to talk about how many hours everyone has spent on working and how it worked out for everyone. It gave us an indication of how the tasks should be distributed the next week (maybe give something easier to the team members who have worked the most to bring back some balance in the workload).

Social contract and effort
We have not made any documentation for our application yet. We do not really feel the need to do it and feel sometimes overwhelmed with the amount of things we have to think about. Adding the redaction of documentation seems like a bit too much at the time. However we are making sure to comment the code to make it more readable and understandable.

For the code we wanted to try to implement some rules but since our team is not good at coding it is quite challenging. For the time being we are focusing on keeping our code as clean as possible with as little comments as possible, just enough for everyone to understand some difficult parts of the code or how to modify elements locally if needed.

<u>Application of Scrum</u>
This week Cristal was Scrum master and Beata was product owner.
We have used the same techniques as last week since we felt it was a very efficient sprint. However this week seemed a bit more difficult, it might be because of the difficulties of some of the tasks more than an organisation problem. However our communication was less efficient this week. We had less meetings and were not as good at keeping each other updated on what tasks we were doing or where we were with our work. This may be due to people having more busy and varying schedules this week than last.

Beata, as a Product Owner, observed that we added much value to our product and was happy about the outcome of the week as she could see what the end product might look like. We decided with her that we should update the mockup of the app.

We did not change much our use of the tools but we did start to assign people on tasks this week. We used to only say how we shared our tasks, we felt like it would be much clearer if these elements were written down and also might be easier to estimate our KPIs.

Week 6

<u>Customer value and scope</u>
This week our sprint focused on creating value by trying to implement the search functionality in the map. We also wanted the user to be able to click on any bathroom marker and be given some kind of information about that exact location. We also focused on some design elements by trying to make our various screens prettier.

We have decided that we wanted to complete our first two epics which consists of showing the bathrooms and their information on the map and implementing the search functionality. Initially we decided to define our minimum viable product as the completion of these two epics. However after the productivity of this week's sprint, we may extend the minimum viable product to include more functionalities from epic 3.

The team seems to have found a great way to break down tasks since we did not have a difficult time assigning tasks this week.

<u>Social contract and effort</u>
We updated the social contract this week by including more detailed information about when we have meetings such as ending the sprint on Sunday evening so we can have sprint reviews on Monday morning. We also added information about our addition of KPI's to detail the productivity and effectiveness of the sprints. This is a task that we should have done a few weeks earlier but forgot about it since everyone knew the rules.

We reflected on the effort through our KPIs, however our KPIs focus more on actually creating value. Some teammates worked a lot on fixing technical issues they have with their environment which does not show up on our KPIs. We however realised that all team members did as much as they could considering the context.

Some teammates suffered from external stress which had some impact on their work on this project. Having the KPIs gave us an opportunity to talk about it since we would not have talked about this problem another way even though it was really important to understand why we may not have completed everything we wanted this week.

These two points show that while KPIs can be a helpful measurement tool, they also can only show us so much and do not describe external problems and technical issues that teammates may be having. As such the data collected from the KPIs should be taken with a grain of salt.

<u>Design decision and product structure</u>

We began thinking of potential ways to document the technical details of the program. This includes diagrams like a sequence diagram and a component diagram. We think that a sequence diagram could be good because it will clearly show three big components that make up our app as well as the way these components communicate and work together. In the following sprint we will try to work on these documents. We also started looking at some coding standards.

<u>Application of Scrum</u>
This week, Ebba was Scrum master and Gaëlle was product owner. We have kept the same organisation as the weeks before. However we did not repeat last week's mistake and made sure to have a mid week update on our work and an end of week meeting before our sprint reflection meeting.

The product owner felt like we added value by showing the information of the bathroom which is very useful for the customer. However, she felt like the information could have been shown in a better way to deliver even more value to the customer.

Week 7

<u>Customer value and scope</u>
Our acceptance tests have been redacted only during this last sprint. It is very late in our project but we did not feel the need to redact them as our functionalities are very simple so we tested the entire application every time we opened it. We do understand however the need to write them explicitly to be sure that every team member's application works the same way.

This week we did not focus so much on customer value in the sense of adding new functionality to the application. Instead we focused on trying to clean up the code by refactoring, as well as add features that allow our application to be delivered to the customer (or in our cases handed-in to the teachers) such as implementing a package manager.

By reflecting on our KPIs we realised that the whole team felt tired and unmotivated with our project. Everyone's stress levels were quite high for different reasons which made it complicated to focus on our work. Once again, our KPIs turned out to be really interesting to understand how the team feels.

Social contract and effort

Because of our lack of motivation and stress level, the team had a difficult time spending as much time as they should have on the project. Considering this we still had pretty good and consistent communication throughout the week, keeping each other updated on what was working/not working and other additions to the code.

Design decision and product structure

To ensure our code quality, we have tried during our project to read some techniques of code structures but it seemed too difficult for us to use. We have however decided during this sprint to thoroughly review our code so that any elements that are not useful can be suppressed. This makes sure that our code is as simple as possible, including only what is necessary and useful. It was also important to write well formulated comments to ensure certain details of the code are explained. We based our code quality on various online sources. By checking a few different websites we could see a clear consensus in what developers deem to be "good" code structure.

Application of Scrum

This week Beata was Scrum master and Cristal was product owner. We have used the same practices as the weeks before.

As we did not add value to our project this week, the PO role was not useful.

Considering the state of the whole team during this week, we are quite proud of what we managed to do even if we did not reach our goals.However, by not managing to deliver on all the tasks that we assigned last week it means that we have quite a lot to finish up this week in order to deliver our product to the customer.

Week 8

Customer value and scope

This week the team focused on making the application as easy to install as possible. We realised quite late that different parts of our code would have to be modified for anyone to use it. It was not a problem for us during the project but may have been difficult to explain and use for people who do not know our code. The goal was to have the smallest number of steps to install the application as possible. We did not completely achieve this goal but we did improve greatly from what we had at the beginning of the week. We noticed a lot of technical debt from not implementing these steps from the very beginning of our project. It made it more difficult to have to go back and make these changes once our whole project was almost completed. If we had the opportunity to redo the project we would do this differently. For example, try hosting the database already from the beginning.

Once again our KPIs allowed us to talk about how the week went for the whole team and talk about the different struggles they may have faced like stress from external sources. The team was also a bit confused on how to use our KPI (quantity of work done based on what was supposed to be achieved) considering that a team member spent a lot of effort on researching and did not "achieve" anything in terms of deliverables. We believe that

research and trial and error is part of the process so she made progress but that the KPI's did not reflect that kind of effort or progress. In the future we might decide to use other KPIs that better reflect all kinds of effort.

Social contract and effort

Design decision and product structure
This week we, once again, made sure to clean our code. There were still some parts of useless code which made the files heavier. It was important for us to really focus on this part since it is, for now, the only way we keep our code understandable.

Application of Scrum
This week Gaëlle was Scrum master. We did not assign any Product owner since we knew we would not add any value to the project.

We used the same practices as every week. However, like last week, the team was a bit demotivated so our communication may have been a bit less good than the past week. We still reached most of our goals since the whole team got scared of running behind for the final hand in. Plus we did get a bit of motivation from the positive review of our application during our presentation.