

**Team reflection**  
**Electric team**  
**Week 3**

Beata was the Scrum master for the week.

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.

## **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.