REFLECTION REPORT

Half-time evaluation

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We started off with spending time on the social contract, and formed it according to Agile Academy, which created a solid ground for a teamwork environment with understanding of each other's ambitions, prioritizations and working preferences. Although it is presented in our shared Github, used for storing our project, we have not revisited and reevaluated the social contract. By scanning it, changes needed to work in line with our original contract may be detected.

For the project, we have chosen to incorporate the Scrum methodology by Kniberg, H. (2015) to iteratively and incrementally test our model. Overall, the methodology has worked really well, for example we have finished 58 points of the set velocity 60 for our weekly sprint. Some aspects we would like to change and improve are that we set a time limit on the sprint retrospective, review and when effort and also velocity are set. This is to prioritize and allocate resources more productively. We would also like to start working more in groups of two. Due to the learning focus of the first sprints, we preferred to assign individual tasks to all team members. By incorporating peer programming, we hope for enhanced learning, quicker programming and strengthened teamwork.

We are currently using the Value Proposition Canvas to observe and design a visual model for the customer value of Göteborgs Energi. The canvas by Osterwalder (2014), is used in a build-measure-learn cycle. The prototype is currently built using the paper-prototyping app POP for low-fidelity to ensure usability, affordance and the "rule of thumb". Android Studio is utilized for high-fidelity prototyping. To ensure efficiency we would like to focus more on building high-fidelity prototyping going forward. This is since the first outcome almost always is completely remodeled. However, the low-fidelity prototype coupled with several customer interactions and designing the canvas has been a very valuable foundation for this step. If we had just started building we would have ended up with the wrong product for our customer. Now our idea is to facilitate report writing for the customer by generating a .csv-file with statistics about electricity consumption. But at first we thought we should create diagrams for visualization which was discovered to be obsolete. We therefore further like to interact with our customer during the project to ensure that the app and .csv-file have the most suitable structure. We would also like to have closer interaction with the guest lecturers, supervisor and teachers for our technical and managerial development to assure productiveness.