

Delivery 3: Sprint 1

Porto

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Product backlog 2. june

Finalize concept	Other	31 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	77%		
Finalize Prototype in Figma	Other	39 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	92%		
Plan sprint 1	Other	15 points	Done	<div><div></div><div></div><div></div><div></div><div></div></div>	100%		
Daily meetings	Other	10 points	Done	<div><div></div><div></div><div></div><div></div><div></div></div>	100%		
Security measures	Epic	17 points	Ready for sprint or Kanban	<div><div></div><div></div><div></div><div></div><div></div></div>			
As a new player I want to register my name, age, email and password, so that I can create an account.	Epic	44 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	55%		
As a user I want to get an overview of the possible tours, so that I can choose the tour I want to play	Epic		New	<div><div></div><div></div><div></div><div></div><div></div></div>			
As a user I want to get a description of the tour I selected So that I can decide to start the game, or to go back to select another one	Epic		New	<div><div></div><div></div><div></div><div></div><div></div></div>			
As a user I want to get a description of the current task im solving So that I can explore the museum and complete the task	Epic	16 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	100%		

Goals for sprint 1. Were the goals reached?

Goal of the sprint:

- Finish developing the idea from the feedback we got in the presentation/meeting with PO.
- Finish new prototype based on the ideas we got from feedback and brainstorming/visit at MUNCH.
- Create Web-API to retrieve user data for all users and singular users, create database with one table for userdata and one for storing the progression of our demo tour. Config the Web-API to create new users and update both tables in the database.
- XML, Android Studio.

When planning Sprint 1 we took the product backlog as a starting point, before we decided on what tasks we wanted to focus on.

The goal we set for Sprint 1. was to finish developing the idea based on the feedback we got for PO. Based on this feedback, our goal was to finish creating a further developed prototype, with new views and pages connected to the concept that was made in this Sprint.

We met a few obstacles in this sprint. Based on the feedback from PO, we had to change our original idea. A lot of time was spent on rethinking to find a new solution. To get new ideas we went to MUNCH for inspiration. The ideas we got from visiting MUNCH were discussed with the whole group, to agree on what result we wanted. Because of all this we started later than planned on the backlog and tasks.

Were the goals reached?

To reach our goals we have focused on reflecting what could have been better, and made sure to improve those areas. By working together in person every day, we have had the opportunity to help each other, discuss, and improve our working environment. When realizing our lack of planning, we made sure to work on our planning for the following days. By continuously evaluating our own work, we find that we constantly keep improving our workflow. At the beginning of the sprint, our initial approach was to work together as a team on the different tasks. However, we soon realized that it would work better to delegate specific tasks to smaller teams, and instead have regular check-ins to make the final decisions. We decided to divide the group into different focus areas with three “main” groups. This was: prototyping in Figma, frontend and backend for the demo and concept-planning.

With the original sprint goal in mind regarding the Prototype, it is done. This includes adding all front pages of each tour, what the tasks and progress-page looks like, rewards-page, and profile page. During the sprint and development of the new concept, we found out we needed more pages that is not yet been added. This will be done in the next sprint.

Burndown graph



Our graph starts with an increase due to our obstacles we had the first day. We felt that we did not have enough time and understanding of Scrumwise to properly structure how we wanted to work and assign the points, so the backlog had to be worked on as we started to understand more.

The second day we were able to plan more and assign tasks among the group, here we could actually start using Scrumwise correctly. For the rest of the week we finished tasks and made progress in Scrumwise and with our project. All of this combined has made us a lot more prepared for the next sprint.

Time lists

See "Scrumwise Time list" attachment.

Minutes from scrum supervisor meeting(s)

The Scrum Master attended the meeting with our Scrum Supervisor, where we got feedback on our first sprint after the Scrum Masters presentation. To show and explain this I used our Scrumwise Task Board, where it was easy to see how we were doing. I talked about some of our struggles with assigning points and tasks within the backlog because of general uncertainty, but also how we learned from this by gaining knowledge as we worked in Scrumwise and the sprint itself.

On Monday we will have our first Sprint Planning without supervisors, and we feel good about this with the knowledge we now have so Sprint 2 can be properly structured. The mistakes we talk about in our 3rd Delivery will be worked on in the next week.

There will be a demo of our concept and solution with the Product Owner next Friday.

Minutes from the retrospective

Retrospective for Sprint 1

What went well?

We were happy with how quick it went when requesting tickets to MUNCH.

Dividing into smaller groups.

We feel that we ended up with a really good concept idea.

Everyone has learned a lot about how we work as a group.

When we first understood Scrumwise.

Learning from our mistakes.

Physical attendance and effort from every group member.

The opportunity to try something new and learn from each other.

Add a card

What went wrong?

Badly planned regarding visiting MUNCH, should have done this earlier.

Tuesday: we misunderstood what was going to be prepared for the PO presentation, and felt we had too little time.

Wednesday: Lacking sprint planning and structure. This was because we did not have time for this on Tuesday.

Maiken regarding XML, she had a newer version that did not work properly. A solution was found regarding this.

Miscalculation regarding how much effort was needed to create both database and API.

Comparison of functionality using the camera built in the app also took longer time than expected.

Add a card

What should we improve?

General structure and planning, but Tonje as a Scrum Master has learned a lot from this together with the whole group.

Time used on prototyping could be improved, this was because of uncertainty and not finished planning.

Logging standard in Scrumwise

Add a card

The main thing we got feedback on from the product owner, was to change up the concept to make it more engaging. The PO wanted to know what the specific tasks would look like, and how the user would track their progress. We were also told to scratch the whole idea of having a gallery where the user could collect their pieces.

All in all the PO wanted our app to be more engaging, containing different ways to experience the art. Some of the tips we got was to focus on music, personalized experiences, and that simple is good.

Based on the feedback we received, we have used most of Sprint 1. to make the changes we felt were necessary.