

Delivery 4: Sprint 1

Porto

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Product backlog 9. june

Plan sprint 1	Other	15 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Daily meetings sprint 1	Other	10 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Daily meetings sprint 2	Other	14 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Finalize concept	Other	46 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
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	4 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<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	34 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
As a user I want the tasks to make me engage in the physical space So that I can explore the chosen exhibition in it's entirety.	Epic	6 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
As a user I want to submit my answer So that I can earn points and continue with a different task	Epic	15 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	60%	<div><div></div><div></div></div>
Finalize Prototype in Figma, Sprint 2	Other	35 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Report	Other	10 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
MUNCH-API		20 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Scrum etc.		9 points	Sprint completed	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<div><div></div><div></div></div>
Security measures	Epic	32 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	59%	<div><div></div><div></div></div>
Finalize Prototype in Figma	Other	39 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	100%	<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	77 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	94%	<div><div></div><div></div></div>
As a user I want to access my profile, so that I can edit my info	Epic	55 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	91%	<div><div></div><div></div></div>
Connect frontend with Web-API	Other	11 points	In progress	<div><div></div><div></div><div></div><div></div><div></div></div>	55%	<div><div></div><div></div></div>

Goals for sprint 2. Were the goals reached?

Goals of the sprint:

- Finishing the mystery, writing the tasks
- Finishing the final prototype in Figma, with text and tasks
- Finishing Web-API and configuration
- Finishing and merging XML and Kotlin/Android Studio
- Merge backend and frontend code

To plan Sprint 2, we used the product backlog as a starting point, then decided on what tasks to focus on regarding our defined MVP. The MVP we chose was based on feedback from the Product Owner.

The goal we set was to finish coding and developing the MVP of the application both with code and in Figma, and finish the tasks and mystery.

While working in sprint 2, a lot of time has been used on cross-learning for multiple team members, and finishing all products. Some of these tasks include:

- Learn Android Studio and XML. The Figma prototype was used and then designed in XML.
- Get Android Studio to run properly
- Connect Kotlin/Android Studio to Web-API properly
- Learn to connect XML and Kotlin/Java
- Improve and polish the design in Figma for all MVP-pages, but also add pages to the prototype that we consider important for the final prototype. This process has taken a lot of time, but has made the application more user friendly, simple and intuitive.
- Use the MUNCH API and make the functionality that compares the scanned picture to the API.
- Run the API-call from our application to the Web-API.

There were a few obstacles we met in this sprint. One of the problems met was to customize codes from examples to our solution. We also had a few problems with compiling the code. Connecting our application to WEB API was a challenge, because we couldn't use localhost.

Was the goals reached?

We have focused on improving the areas we had problems with or did not manage well in the last sprint, and this has been accomplished because we improved the planning at the start of the week. The same overall working methods from Sprint 1 have been used, which was to collaborate with each other in smaller groups. We have met in person everyday, and discussed problems and solutions along the way. We now had a clear idea of what had to be done, and split the larger tasks into smaller, more manageable pieces. We have continuously evaluated our own work, and made necessary changes along the way that made us reach most of our goals.

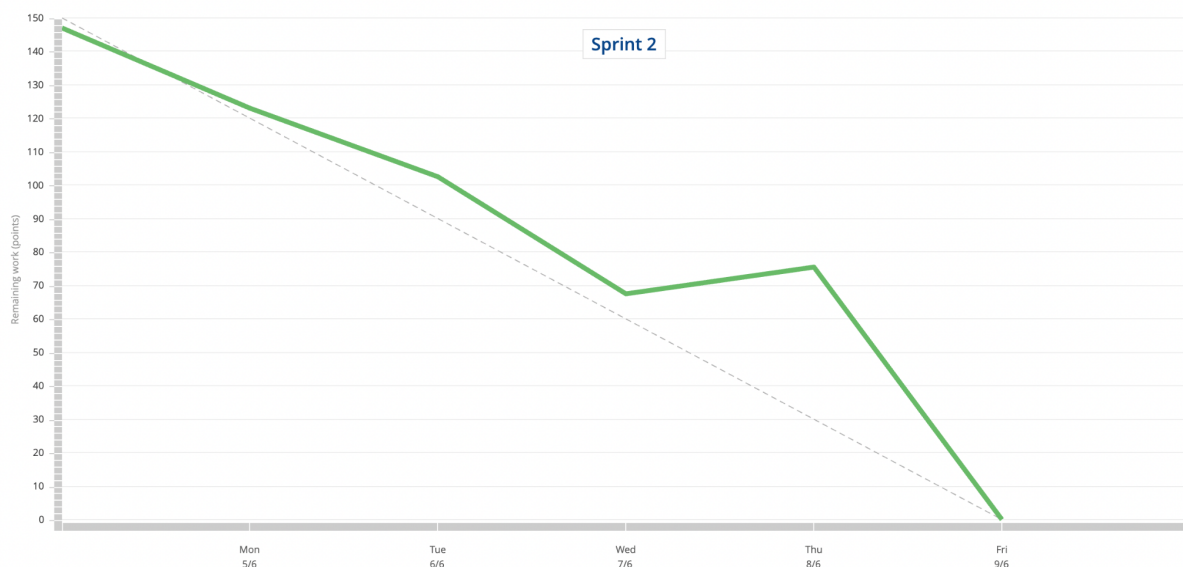
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In regards to the main goals of this sprint the prototype in Figma, the mystery and the belonging tasks are done. We can not consider the MVP done 100%, but this will be finished before the presentation for the Product Owner. We have struggled with understanding how much of the MVP is meant to be made in Figma or with code, but we defined a final MVP that was made in Figma which the coding is made from, both functionalities and design.

Burndown graph

This week's burndown graph somewhat resembles the ideal graph. Compared to last week, this sprint was more structured. This week we made sure to assign tasks to the sprint before we started it. Therefore the burndown graph this week is descending, opposed to last week's graph. On thursday more tasks were added to the Sprint, which made the graph increase, before descending again on friday.



Time lists

See "Scrumwise Time list" attachment.

This week we have a better understanding of Scrum and we have worked more individually. This has resulted in more hours spent in total. The total hours increased from 74- to 149 hours.

Minutes from scrum supervisor meeting(s)

The Scrum Master had the supervisor meeting on Monday with Jefferson Molléri, where we went through the group's challenges and what went well during Sprint 1. We needed feedback on how to structure our ways of working within the group and use of story points. We got good help with how we could use what went well from Sprint 1 into Sprint 2, which included working in smaller groups, having more and smaller meetings during the sprint, and how to work on the burndown graph regarding assigning tasks and points.

Minutes from the retrospective

Retrospective for Sprint 2		
What went well?	What went wrong?	What should we improve?
The planning structure improved a lot during this sprint, and it has made us a lot more effective.	The connection from frontend to backend and the coding in general has taken a lot more time than expected.	Some of the time management, which has been challenging to know before we start with an assigned task.
We have divided into smaller focus groups, which make it easier for everyone to focus on their task.	It has been challenging to get ideas and finalize the story.	Use less time in decision making.
That all of us meet up in person and want to work with what is assigned to each person. It has improved the workflow of the whole group.	We have added more tasks during the Sprint in Scrumwise, which made the graph go up when it was supposed to go down.	The team members who wrote the code could have started on the same pages, this could have been improved with more planning and structure within the coding-team.
Multiple team members have tried and learned new skills, this has had a positive effect on everyone.	The connection between the XML layout code with the program code has been challenging, and was a lot to fix.	Writing the tasks in Scrumwise more detailed in the sprint planning, because we had to change some of them during the week.
We have managed to do the most important tasks, this is because of our defined MVP.	Final design in Figma took more time than expected.	Add a card
Good communication between our group members has been good, and we are actively asking for feedback from each other.	Problems with Android Studio	
The whole Web-API for the MVP is completed.	Took a lot of time finding out the overall security and risk assessment.	
Everyone has been able to show their knowledge and qualities, and we have learned a lot from each other.	We have not seen that the use of GIT is required	
Add a card	Add a card	

Git activity

The group has not seen that it is required with the use of GIT until 2 hours before the deadline. Git isn't a tool we've learned to use during any lectures at school, which is the reason why we didn't know how to add any link to a working directory due to a limit of 100 files in the graphical user interface. Therefore we had to deliver a .zip file this time, and will be fixed for next week's final delivery.