Team Reflection: Week 7
Team Ginger

Customer Value and Scope

- *The chosen scope of the application under development including the priority of features and for whom you are creating value*

  In this final sprint we have worked on bringing more customer value. We made the visual elements better, such as a pop up when leveling up or gaining an achievement, and even a cute animation when collecting trash. Achievements are able to be gained by reaching a certain level, and you are also able to lose them upon "uncollecting" a piece of trash. Some code cleaning has also been made in order to maintain the code quality required. An information window/page was added introducing and explaining the purpose of the app.

- *The success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)*

  There were no changes regarding the success criteria. The team made a lot of progress in these last sprints in order to deliver more customer value. Efficiency of the working and delivering has been increasing a lot for every sprint. It seemed like the team has been comfortably making progress for every sprint.

- *Your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value*

  We have now finished all user stories that we planned. We still have some items left in the backlog but these now lie outside the project scope and will not be considered as incomplete. As mentioned both previously and later in this reflection, we have focused mainly on maximising customer value, the majority of it either visual or, connected to, something visual. Like the unreasonably cute "collect-trash-animation" that will instantly reward the user whenever trash is collected.

  Another visual addition is the achievement-get-modal that pops up when a new level is reached or the user has been granted an achievement which you are able to share both publicly and privately.

  A welcome/instructions-modal has also been created and is located under the question mark in the top left corner of the collect-screen.

  Our time-estimation was spot on this week so it appears we performed well.

- *Your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders*

  Like last week, we did our acceptance tests together at the end of the sprint. We reviewed the code from every user story and ensured that the acceptance criteria meet the requirements.

- *The three KPIs you use for monitoring your progress and how you use them to improve your process*

  After evaluating this week's KPIs we got the the following result:
  - Developed features per sprint/Planned features per sprint = 7/7
  - Satisfaction level with project progress per team member 1 - 5:
    - Average: 3.97
    - Median: 4
  - Difference in time spent per sprint compared to target time: average: 0 per team member.

  This may be our best KPI results yet with the average time each member spent being the exact amount expected, all planned features completed and a rather high satisfaction level. As this is our last sprint this result could be somewhat expected as we made an effort to not add any features this sprint that could not be completed. Fortunately this resulted in a relatively high satisfaction level which would indicate that most of our team members are satisfied with the final state of our application. That we managed to perfectly nail the average time estimate is most likely just a coincidence.

Social Contract and Effort

- *Your social contract i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)*

  Nothing has changed in the way of the social contract.

- *The time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)*

  This sprint the time spent by each member varied a lot. This is most likely because we did not focus on adding any more features for this sprint and instead making sure to have all implemented features completely finished. This meant that the workload could not be equally balanced between members, with some members working to finish features they had been working with previously and some starting with the final report.

Design decisions and product structure

- *How your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value?*

  This sprint we focused on finishing what we had started in the previous sprint as this is the last sprint in the course. We reasoned that finishing and polishing the core functionality of the application would deliver more value than starting work on less essential parts of the application. We managed to finish (except for some testing) all user-stories we had planned and we made some general improvements to the codebase and app. Our strategy worked as we feel that the application is much closer to a finished product than it was last sprint.

- *Which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)*

  We have described in previous reflections the kind of documentation we take and this has not changed for this sprint. Everything feels rather stable and there have been no changes in the existing documentation or the way we create it.

- *How you use and update your documentation throughout the sprints*

  We have not made any changes to our technical documentation this sprint. We are reaching the end of our project and the changes made and implemented are comments that document our functions and how they work, what arguments they take and so on and so forth. We have tried to make them as close to the official guidelines as possible. After this sprint only minor changes will be made.

- *How you ensure code quality and enforce coding standards*

  We are still using our same strategy with code quality, where we follow a certain template that the team should follow in order to maintain the code quality needed over the whole project period.

Application of Scrum

- *The roles you have used within the team and their impact on your work*

  There are still no clear roles in our team. It has worked well so far with no assigned roles. We wanted that everyone would fit in some role through the project period, instead of giving team members roles that maybe would not fit them.

- *The agile practices you have used and their impact on your work*

  We have always been following our scrum structure, so at this point no concrete changes were made, but we are continuously looking for new changes that will facilitate our work and make our scrum strategies better.

- *The sprint review and how it relates to your scope and customer value (Did you have a PO, if yes, who? if no, how did you carry out the review? Did the review result in a re-prioritisation of user stories? How did the reviews relate to your DoD? Did the feedback change your way of working?)*

This review followed in the same pattern as the previous with us fixing bugs and merging the new code. During our reviews we have had no set roles but over time roles have somewhat developed implicitly with one of our members leading the review. Since it is our last sprint, we were somewhat more flexible with accepting user stories. All user stories passed quality criteria but some did not fulfill all acceptance criteria. However, we did not consider this an issue since the missing criteria were minor aspects of the stories that do not bring much direct customer value.

- *Best practices for learning and using new tools and technologies (IDEs, version control, scrum boards etc.; do not only describe which tools you used but focus on how you developed the expertise to use them)*

Nothing has changed on this point.

- *Relation to literature and guest lectures (how do your reflections relate to what others have to say?)*

We have not read any recommended literature but we did have a lecture this sprint. Since it was more focused on how to write the final report and on how the demo was to be presented, it made no difference in our application of scrum. We decided last sprint that we would focus on finishing the app with as many features that would give customer value as possible and that we have done. Our app is working and is looking rather nice!