

Reflection

This week we started working on a set of stories within areas like database, GUI and functionality. By the end of this week, we had an app that somewhat looks like our prototype. Some obstacles were met like bugs in the code. Our product owner had a meeting with the customer at the end of the week to discuss the work so far. The customer was happy with most of the work and only had some minor input. We will bring this input to the next sprint.

Customer Value and Scope

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

Chosen scope for GUI with 3-4 user stories was reasonable and resulted in something to show our customer. A few stories were centered on developers, like the database.

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

For the GUI the tests consisted of showing the customer the result of our work and that it looked like the prototype. Another test for the GUI was the functionality part, we could see if pushing the button caused the app to crash or not act as intended. If the confirmation criterias are met then the definition of done is fulfilled. Other tests like JUnit tests or tests with the stakeholder should be done using common sense by determining whether it's needed or useful.

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

- 1) How satisfied is the stakeholder: highly satisfied, had some minor input on the GUI
- 2) Percentage of finished commitments: 62.5 %
- 3) How many stories were finished: 5

Next sprint we aim to be more realistic with the amount of work we can get done, since we had three user stories left unfinished at the end of the sprint.

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**

Still working on meeting schedules. Going forward we will have a dedicated time slot on Fridays at 1.15pm and if something happens team members have to notify the rest asap. If team members notice that someone relies on another team member's work, then they need to say that so the group can manage their time.

Design decisions and product structure

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

We are still working on what we want to get from the api. Now we have that we can search and get movies by category which is what the stakeholder wants. However, we may need more changes. Try to set up MVVM to easily structure future work/code.

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

This sprint we haven't used any technical documentations, but going forward we will document code with comments and javadoc.

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

In the future we strive to apply javadoc for the code we implement during the sprints.

Application of Scrum

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

Jenny was the product owner again and she handled the contact with our customer. This week Desirée was the SCRUM-master and early on in the sprint she sent out a digital daily scrum. This could have been sent out more times during the week.

- **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)**

Youtube was a great source to take inspiration from. And also alot of websites like stackoverflow. Earlier projects were a great source of inspiration.

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

The daily scrum was a good reminder for the whole team to start working on the stories. The prioritization and putting velocity on stories were a good practice. We specified some tasks during the sprint, which should have been done at the beginning of the sprint. A lesson we will take with us to the next sprint.

- **the sprint review and how it relates to your scope and customer value**

The meeting with the customer has been rescheduled to Friday mornings to give developers a little bit of extra time to finish stories.

- **best practices for learning and using new tools and technologies**

Trying to check out examples that other people have already done and learning from them.

- **relation to literature and guest lectures**

A problem that occurred was that our user stories are not as specific and detailed as we thought they would be which was brought up under a lecture that it is going to be challenging to create perfect user stories.