

Reflection

This week we focused on the rating part of the app.

Customer Value and Scope

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

Our focus for GUI this week was the rating screen. We chose to work with this since the rating function is the most important in the app, and creates the most value for the customer. We fixed the base for GUI and backend. We tried to connect these two, but had some difficulties. We got an MVP, but the components didn't 100% match the customer's expectations.

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

GUI was tested by showing the customer. Backend was tested when adding movies and adding constraints to numbers. Nothing spectacular. The functions for the app were there, but the customer was not satisfied. Maybe we need to change our confirmational?

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

1) How satisfied is the stakeholder:

The components are there, but it doesn't look finished yet. It looks like a prototype rather than a finished product. Things like missing shading. Lots of white space, might have to make the text bigger. Not very satisfied.

2) Percentage of finished commitments: 58% (9 commitments this week and 3 unfinished from last week. 7 were completely finished)

3) How many stories were finished: 7

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**

There were some problems with conflicting schedules within the group during the week. The group tried to manage the problems in the best way possible, but it still had an impact on the workflow. Might have to divide up work further because it is hard to coordinate the team.

Design decisions and product structure

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

We have designed the behaviour of the app by thinking a lot about what behaviour would be most intuitive for our customers, thereby supporting customer value.

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

Looking back at last week we have still to deliver comments/javadoc for the code implemented. We still think that it is not our the first priority.

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

We have decided that in the future the SCRUM-master should send out reminders to the group about commenting code.

Application of Scrum

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

Jenny was the product owner as always. This week Fabian was our SCRUM-master. Going forward the SCRUM-master could send more reminders to the team members to get to work or communicate obstacles and see that we do testing.

- **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)**

Same as last week.

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

We had a problem with vertical slices. Working in a group can be challenging due to different schedules and not being able to work independently. We have worked after the practice of user stories, specifying velocity and tasks. We have had a lot of communication with our customers.

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

Same as last week

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

Reading through javadoc, looking at stackoverflows and youtube videos to learn how others have done certain things.

- **relation to literature and guest lectures**

We have faced a little issue with being able to work independently which was a result of us taking user stories which are related in some sense. These kinds of issues were mentioned during the lectures where it was recommended to take user stories as vertical slices.