Reflection

This week the group focused on implementing the three collection buttons: movies, TV series and favorites collection buttons, as well as the associated fragments. This week felt a bit more relaxing and it felt like we did not have big user stories to fix. Otherwise it feels like we are getting to a point where we can see our app becoming nearly done.

Customer Value and Scope

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

The chosen scope of this sprint was implementing the home screen, as well as connecting the database to the corresponding fragments.

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

Our acceptance did not change that much this week except that it was more about the program working like it should with the database and the logic.

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

1) How satisfied is the stakeholder:

No meeting. The product owner was unavailable for the weekly meeting with the stakeholder.

2) Percentage of finished commitments: 11 out of 15 (73%)

Almost all user stories are done except some which were dependent on the database. These have minor bugs and need a little more time to iron them out before they can be accepted.

3) How many stories were finished: 11

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 week the team members did have a lot of of other things to do other than this project which made it very hard to afford time to work on the project and also communicate about it.

Design decisions and product structure

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

The design decisions are still taken by communicating with the stakeholder and the product manager. There are still some problems with the design which we think are not suitable, however the stakeholder is pressistent on having just as he wants.

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

Same technical ways we have used as before.

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

We try to communicate with others about how far we have come and always change the trello board and push to github.

Application of Scrum

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

Jenny was the product owner. This week Omar was our SCRUM-master. The SCRUM-master was busy this week. This might have made our communication a bit slower than usual.

- **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 different from the weeks before.

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

The team has focused on delivering a better product since time is starting to run out, due to this we have been working through user stories as per usual but not put too much effort into improving them. We are still working on dividing user stories in the best way possible.

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

This week's review was done by the team alone without the product owner. We are approaching the point where the app is almost done and it shows that we are on the right way.

- **best practices for learning and using new tools and technologies**
No new practices.
- **relation to literature and guest lectures**
Nothing new this week.