# Reflection

This week the group focused on implementing all the rating parts of the app. GUI, open data and such. Overall the team felt like this week/sprint was the best one thus far in terms of technical skills and commitments. We feel like our team reflections get shorter the longer the project goes on. We think this is due to us getting deeper into the project, and we have gone over to just writing code from stories, like a well-oiled machine.

# 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 to fix the rating features. Some of the scope was unfinished work from last week as well as new stories.

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

Same as before.

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

1) How satisfied is the stakeholder:

Rating start was good with the title "add rating" and such. Could move the texts higher up to get balance visually. Detail view was great with tags and cover photo, however it was not possible to scroll down on the fragment. Could not see the add rating button, but possible to click a part of it to get to the "edit rating" fragment. Much better after we changed buttons with shading and bigger text. Customer wishes to see more "going back" button. Some text alignment needs to be made.

2) Percentage of finished commitments: 86% (2 unfinished and 12 finished)

3) How many stories were finished: 12

# 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 didn't have any conflicts with our social contract.

# 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)**

We have tried to comment our code more this week.

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

Last week we decided that the SCRUM-master should send out reminders to comment code. The SCRUM-master delivered on this promise.

# 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 Omar was our SCRUM-master. The SCRUM-master has been very active this week helping out wherever possible.

- **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 before.

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

The team has focused on improving the stories, so that they are slimmer. Otherwise the other practices have remained the same as last week.

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

Reviews are still on Friday mornings and we had a very positive review this week compared to last week.

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

Same as before. "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 learned from the lectures in the beginning of the course in order to improve our user stories and make them independent.