

Individual reflections - Alexander Huang (Group 4)

A documentation about my reflection for every week/sprint in the course DAT257

Side notes:

- A B A->B reflection loop doesn't start until some weeks into the project because I somehow missed that it was supposed to be documented that way.
- The last point (My contribution towards the teams deliveries are not in the A B A->B form because it's unknown what my contributions for next week will be, since that is something we asses/decide in the start of every new sprint.

Individual reflection - Week 1

What do I want to learn or understand better?

I want to learn how to develop an android application within a team with a structured way of working. I also want to learn how to keep a good and professional dialogue with an external stakeholder through the process of development. It would be cool to see the project from an entrepreneurial aspect in combination with the programmer's perspective. In the beginning of this project i want to learn how to build a business model canvas and what it means to have a minimal viable product.

How can I help someone else, or the entire team, to learn something new?

My competence lies in programming, so now in the start of the project i can help the team to understand github and how to work with version management (for those who don't know).

What is my contribution towards the team's use of Scrum?

My role in the team is to be a part of the coordination as well as making sure that we write in the documents (e.g. the social contract or the meeting protocol). I've done a software project before so i have some knowledge about working with sprints and having a scrum-board with defined user-stories. I can contribute with some knowledge to those who haven't worked like this before.

What is my contribution towards the team's deliveries?

My contribution towards the team's deliveries is to attend the meetings needed (especially in the beginning) to start up a project like this.

List of contribution week 1:

- Created a github and invited everyone.
- Worked on and signed the social contract (which is now uploaded in the repository).
- Created a draft for the team reflection (which is based on the requirements from the course syllabus).
- Discussed ideas and presented my own ideas (and one potential external stakeholder).

Individual reflection - Week 2

What do I want to learn or understand better?

I want to learn more about http requests and how we could potentially use them to link data from CWA's wix site to our app. I want to know more about cross-platform frameworks.

To get there i need to read up on how http requests works and how to typically implement http functions as an api. As for the cross-platform part I could do the same and read up on it.

How can I help someone else, or the entire team, to learn something new?

I know the basics behind mobile app development and what you need to start. I could help the people in the group that doesn't know anything about mobile app development to start coding.

What is my contribution towards the team's use of Scrum?

I've read up on scrum some more and have a better understanding of how to work with a scrumboard and how to build user stories with "vertical slices".

What is my contribution towards the team's deliveries?

My contribution this week:

- Worked in figma to finish the mockup.
- I wrote the project scope description.
- I've done research about cross-platform development and suggested a few alternatives.

Individual reflection - Week 3

What do I want to learn or understand better?

I have now read up on http-functions and have a better understanding of how they work and how they are used in combination with a flutter application. I have also read up on flutter and dart which is used in cross-platform development.

Even though i have a basic understanding of both http-functions and flutter/dart I still need to have a deeper knowledge in these to actually apply what i know to development of the CWA-app.

To get there i still need to do more reading up on how to handle and validate data in http-functions as we are going to implement a login feature in the app in the next sprint. I am also going to watch some videos about best practises when developing a flutter app to make the coding-process as good as I possibly can.

How can I help someone else, or the entire team, to learn something new?

Since everyone in the group are new to dart and flutter I am going to explain the logic behind most of my implementation to the rest of the group. This way I can help the team understand how to build upon and extend implementations that i've done.

What is my contribution towards the team's use of Scrum?

We are rotating scrum master every week to let everyone practise how it is to have that role. This week was my turn so I was the one managing sprint planning, sprint review and sprint retrospective. Although i was the head of scrum this week i feel like my team members really stepped up and helped me and the others to structure scrum meetings and such. Applause!

What is my contribution towards the team's deliveries?

- I've set up a dummy wix database to test on.
- I've written http-function to export an api for getting events as a list.
- I imported necessary project files to have a basic hello-world app which we will keep building upon.
- I helped working on the splash screen for the app.

Individual reflection - Week 4

What do I want to learn or understand better?

(A) At this point I have a very good knowledge about http-functions and how data is transferred via the protocol. I now know the difference and what limitation the different type of request one can make (GET, POST ,PUT etc.). My flutter knowledge is also coming together by coding in the project.

(B) Currently we are coming in touch with the graphical interface of the application we are developing. My short term goal is to gain more knowledge about best practises and guidelines when it comes to designing a graphical user interface. This is also a very important aspect in terms of the vision of the product owner.

(A->B) I've already read up on some guidelines about front-end design, but i feel like I can read more about it on websites as <https://material.io/> and <https://developer.apple.com/design/human-interface-guidelines/ios/overview/themes>

How can I help someone else, or the entire team, to learn something new?

(A) I've actually been developing a mobile application side by side with this project (It isn't included in the project scope) as I am very interested in development of cross-platform applications and the use of http-requests. My application is meant to ease the process of scanning tickets from QR-codes. The user selects the current event and can then use the app to check in ticket holders of the event through qr-scanning. The app is made with flutter and http-requests (just like the app we are developing in the project).

(B) Whenever someone is stuck or needs help with the code in particular. I should be available for questions. I might not have answers to every problem that we will encounter throughout the project, but since I am the one that currently have most experience (not by tons) in flutter and http I should be able to try to understand and thereby explain what I think in different situations.

(A -> B) Since I've gone through the whole process of developing an app that is very much alike the one in the project, I feel like a have a very good overview of what should be done. Therefore I can be active in helping and explaining the code-side of the project.

What is my contribution towards the team's use of Scrum?

(A) I am not longer scrum master but I'm still active in meetings and when we are overiewing the scrum board.

(B) I should strive to experience every aspect of a scrum-based work procedure.

(A->B) To do (B) I have to participate in every scrum meeting or scrum-related tasks.

What is my contribution towards the team's deliveries?

- I've been programming http-functions for registration and login and connecting them to our app.
- I've been focusing on writing more in the team reflection.
- I've done error-handling with the help of triggers/hooks from Wix's database.
- Error-messages in the app.

Individual reflection - Week 5

What do I want to learn or understand better?

(A) Animation basics in programming is something I want to learn and luckily flutter has a very good support for this. Our stakeholder has been very clear that the UI is very important. Therefore it is critical that we implement animations to make transitions, elements and actions smooth and user friendly. This is achievable through animations in the app.

(B) Flutter has tons of libraries for animations in particular. We want an app that has smooth transitions so the flow of the app is not stuttery, and so the app overall doesn't feel too static. There are e.g. built in element-transitions called "[hero animation](#)" which will be used for elements that has a strong connection between each other. There are also [other animations](#) that were published by the community which could be used in our app.

(A->B) To implement animations I have to learn the animation [basics \(in flutter\)](#). There are different kinds. There are simple animated containers which is widgets that could be used in simple cases. If we want something more complex we have to build custom classes that overrides the necessary methods and uses controllers instead.

How can I help someone else, or the entire team, to learn something new?

(A) As discussed in the previous individual reflection. I have worked on a small little side-project where I also use flutter to develop an app. I feel like I've made it clear that if there is any problems codewise, I am more than happy to help even though my focus could be shifted elsewhere. There have been cases where someone has asked me for help and the person shares the screen and then we work on the problem together. There have also been cases where I need help and then someone joins in and we work on it together. The team has been very flexible and I like it a lot!

(B) There are no improvements as I can think of right now. I think that everyone is trying to be as helpful as they can and I think that we should keep being helpful to the greatest extent we can.

(A -> B) Nothing to add here.

What is my contribution towards the team's use of Scrum?

(A) I'm participating in scrum meetings, and is always present when we are doing something in terms of scrum.

(B) Sometimes when we are having scrum meetings or when we make time to write/talk about scrum-related notes, I feel like I can zone out a little bit to think about the implementation side of the project.

(A->B) I could actually be more focused and talk more when we are doing scrum-related tasks.

What is my contribution towards the team's deliveries?

- I've written database code for tickets and the relation between tickets and events and users.
- I've worked on the ticket ui and the ticketview. And also implemented a QR generator which generates the qr-code of every ticket_id.

Individual reflection - Week 6

What do I want to learn or understand better?

(A) One important step post development is the publication of the app on appstore for iphone and google play for android. Currently i have little to no knowledge about how this is done.

(B) I want to learn the steps from exporting an executable file to having it published on a platform where you can search it up and download it directly.

(A->B) I need to read up on submission of apps. Apple have a pretty good guideline about this [here](#) and information about google play can be found [here](#).

How can I help someone else, or the entire team, to learn something new?

(A) Same as week 5.

(B) Same as week 5.

(A -> B) Same as week 5.

What is my contribution towards the team's use of Scrum?

(A) In the previous individual reflection I wanted to be more active in scrum-related meetings or talks. I think that I've been a little more active this sprint. There was no problem before but i felt that sometimes i zoned out to think about other parts of the project.

(B) My ambition is to be as productive scrum-wise as possible.

(A->B) This will be achieved by:

- Participating in every meeting
- Be active and focus on scrum when we have it scheduled
- Participating in time estimations and the moving of the cards in the scrumboard
- Writing in the scrum-planning and scrum-retrospective documents

What is my contribution towards the team's deliveries?

- Dateformat system in the app
- More animations and fixing of animations from previous sprint
- Performance optimisation. (Refresh to pull instead of constantly updating information).
- Bugfixes

Individual reflection - Week 7

What do I want to learn or understand better?

(A) I've done my homework and read up on how to publish apps on app store and google play. Since you have to submit your app for a review by google/apple before publication and one of the criteria is to have good app performance, I want learn how to optimize a flutter app.

(B) Before submission, the app should have a good performance, meaning that it will not do unnecessary calculations/rebuilds that can stutter the framerate during runtime. In [this blogpost](#) it is stated that the number one reason for app store rejection is that the app has lacking performance.

(A->B) There are numerous guides about best practises when it comes to the performance of apps built with flutter. I have to read up on how to optimize the app in such a way that we can include a good user experience even for users that doesn't have the newest of apps.

How can I help someone else, or the entire team, to learn something new?

(A) I think I have done a good job on trying to help others. I feel like i've been mostly into coding in this project and that i've been trying to focus on helping others with the code side of the project. One specific instance is when i presented how (in my own interpretations) http functions and requests works and how one could write them and even test/debug them. Since then I've seen some project members writing their own http-functions.

(B) Since the project is almost done, it's hard to envision what else can be done to improve how I help someone else or the team in the future. One personal quality that I want to improve is how I explain stuff. Sometimes I think it is hard to explain more complex topics as programming or how a whole system works, but there is a reason to why teachers do it well. My ambition is to explain things in a way that makes total sense even for someone that doesn't have as much experience or knowledge about the topic.

(A -> B) We don't have any more sprints to come, but I will still be having this in mind because I will be working as a teaching assistant in the future. I will therefore have lots of opportunities to train my teaching ability.

What is my contribution towards the team's use of Scrum?

(A) My contribution scrumwise hasn't been to different ever since i had the scrummaster role. In my opinion I think i have been involved in pretty much everything scrum-related.

(B) This was the last sprint but I really liked working in the framework of scrum. I will definitely consider working like this in future agile projects.

(A->B) In future projects where scrum is not a necessity; I will pitch and present what scrum is and how it fits an agile way of working.

What is my contribution towards the team's deliveries?

- Coded comparators to sort events/tickets depending on date and if it's outdated or not.
- Implemented status for tickets. One should not be able to throw away a ticket that is relevant in the next 24h.
- Fixed bugs where one could spam specific buttons and get errors.
- [SliverAppBar](#) in event_open_card.dart.
- General UI-improvements in event_open_card.