

Team Reflection Sprint 5

3. Design decisions and product structure

3.1 Design decisions

We are continuing with the MVC model this gives good structure to the project. Things that can be improved is dividing the model into photo model and navigation model to make the model more clear. We also could have started to think about the design earlier in the project since there have been a need to refactor the code with each improvement in the design had we decided on this from the beginning we could have avoided extra work. We also could have improved our coding with having a clear testing strategy this could have provided customer value in being able to find errors before the usage tests and would have made it easier to find the errors.

3.2 Technical documentation

We have only provided java-doc at the moment as a form of documentation. There are some documentation in the pull-requests to but no external documentation apart from the documentation from the planning meetings before the first sprint. The project has yielded a functioning app but we will look over the documentation before the final hand in. Things we should have done was to document our solution in part before starting to code kind of like test-driven development this would have made it much clearer on what needed to be done. We will ask the teachers about what needs to be done and try to provide sufficient documentation.

3.3 How do we ensure code quality and enforce coding standards

At the moment we are trying to use the google standard, but to make this work we will need to do some more cleanup in the code. We are also using our code reviews to check that the quality is good and comment if there is anything that needs to be approved. There has not been any need to comment so far but the option is there if needed. To improve it further we could have used unit testing to get methods that are short and easy to understand.

4. Application of Scrum

4.1 Roles in the team

We have currently assigned the roles of product owner and scrum-master within the team. The project owner has been responsible for the general design and has also been responsible for approving the completion of the user stories. The use of the product owner has improved during the project. The scrum-master role has not been used as much in the sense that there is only one person responsible for this role at any time. The role if we call it that has been shared within the team in the sense that the responsibilities of the scrum-master have been fulfilled by many persons in each sprint rather than one. It would have been interesting to just use 1 person and see how it would have worked.

4.2 Agile Practices

The agile practices has helped the project by being able to have many tasks run in parallel. Some of the tasks could have been more vertical since there were some bottlenecks in the start and middle of the project. In the end of the project it has worked much better and is currently working good and are giving less merge conflicts in Git too. We could have improved it by asking for help earlier when we got stuck and the communication could have been better.

4.3 Sprint reviews

Since we have not had a external product owner the reprioritisation has been done during the sprint startup meetings and we have not used a separate review. We changed the definition of done during this meeting also when we realised it was needed. The structure as a whole was somewhat unclear for us during the course because we did not really implement it from the beginning. So there is room for improvement.

4.4 Best practices

A lot of us have not worked with android development prior to the project for most of us it was the first time. We realised during the project that we needed to write extra classes to handle Android specific things. This made some things overcomplicated and could have been improved with more prior knowledge. When we look at Git most of us were familiar with it from before but the things we did not know from before have been learned using trial and error.

4.5 Relation to literature

We have not really looked that much at the literature and the guest lecture in the course the first lectures were good to get going but the guest lecture was sort of another scope when talking about the migration from waterfall into scrum. We looked up things when we had to and asked during the supervisor sessions but apart from that not much else.