Team Apricot

Team reflections Sprint 1
21/9-2021

What is: After a successful Sprint 1 the group feels that the workflow is good among everyone and everybody has been making progress on their user stories. A lot of them are all finished. There is good cooperation and response between team members and the Daily reports were very helpful to see if anyone else had the same questions regarding the workflow. It helped keep the group "alive" and not be dormant.

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 scope of the application is - this is an app for people who like to get a bit more exercise. It gives the user a spot to walk to and the goal is to take a picture at said spot. You have the option of choosing between short/medium/long distances. The app randomizes a spot and tells you how to get there. When the user has gotten there it saves the users achievement and saves walking data like time and avg speed. Achievements on how many spots the users found, total distance and number of walks can be obtained. This project targets anyone who wants to get a bit more exercise. The Target age is 12 and up.

Since the user take pictures, has location tracked, walking data, time, the group found it appropriate to make an android app

This app is different from an exercise planning app since it encourages exercise and keeps track of your data and requires you to take a picture to complete a route. The user can take a picture of anything, themselves, nature, surroundings for memorabilia and the route is finished once they've taken the picture. The user should use the app to take the picture. It handles goal 3 in the UN Sustainability Goal

Second hand priorities if we have time: ability to make an account. add friends. "Social media".

- **The success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)**

The success criteria for the group is a better understanding of the Agile work process, increased coordinating skills within a group and how to best communicate with team members to increase productivity. The final success criteria is to create a functioning app that tells the user to walk to a certain point on the map and that the app is able to take photos and save them and show them to the user

- **Your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value**

The standard pattern gives us some general understanding on what to create, while the acceptance defines it more clearly and helps the group understand when something is finished.

Task breakdown and effort estimation helps the group coordinate our work and avoids mistakes and encourages communications. Larger user stories encourage the group to work together as teammates.

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

The acceptance tests are executed during the code reviews for the pull requests. The assigned code reviewer checks that the task meets the acceptance criteria, and that the code is runnable and is compatible with the rest of the code. They should also check for general errors and give back a general report of the code with feedback and values it brought.

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

The group hasn't used any KPI's so far

Social contract and effort

- your [social contract (Links to an external site.)](#), 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 means, of course, you should create one in the first week and continuously update it when the need arrives)
There is a [survey (Links to an external site.)](#) you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.

  Social contract:
  https://github.com/Erik142/Team-Apricot/blob/master/Social%20contract.md

- the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)

Design decisions and product structure

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

Design decisions for the project include MVD design pattern for the code structure and supports customer value by maintaining understanding of the project by developers while ensuring that misunderstandings remain minimal.

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

Text documents have been created every week to plan the project and ensure that every team member is up to speed with what is being done and what is to be done.

- how you use and update your documentation throughout the sprints

Every sprint, a sprint-start and a sprint-end text document is created by one of the team members and sent out to all team members, during the verbal meetings to record understandings and agreements made during the meeting.

- how you ensure code quality and enforce coding standards

The group ensures code quality and code standards through extensive code reviews, daily check ins, detailed planning every sprint meeting and constant communication between the team members.

Application of SCRUM

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

SCRUM master: Ramza
- Make sure everyone follows the agreements under the sprints and social contract.
- Be available for questions and concerns every checkup meeting. Plan and resolve any conflict, role or task changes

SCRUM master back-up: Molly
- Be available to replace the SCRUM master incase they are unavailable

Product owner: Daniel
- Communicate with the group on what the app is supposed to do
- Involved in sprint planning and prioritization of tasks.
- Signing off on tasks being done.

Team Members: Joakim, Erik, Valeria, Molly, Daniel, Ramza
- Work on assigned tasks

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

Practices that the team has adapted to ensure a smooth agile work process is:

- Keep customer satisfaction and team development as a priority for the project
- Welcome new perspectives and encourage an open learning process
- Up-to-date daily communication with accomplished work
- Regular team reflections on how to improve workflow

- the sprint review and how it relates to your scope and customer value (Did you have a PO, if yes, who?, if no, how did you carry out the review? Did the review result in a re-prioritisation of user stories? How did the reviews relate to your DoD? Did the feedback change your way of working?)

The sprint review brings up what went well for the previous sprint, and what could have been improved. The PO oversees these conversations and reviews and compares the DoD of the accomplished work and gives feedback on completed tasks. The reviews are carried out with verbal meetings and live documentation for further review. The reviews this far has resulted in re-prioritisation of the Product backlog user stories and laid the groundwork for the planning for the following Sprint-start meeting.

- 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)
- relation to literature and guest lectures (how do your reflections relate to what others have to say?)