**customer value:**

Scope: Even if the group didn't finish all the planned user stories, we had a reasonable scope that is beneficial to the user.

Learning outcomes: learnt about scrum especially having user stories in parallel to enable progress of the project, learnt alot from the tools being used and there was improved communication within the group.

Acceptance criteria: This was clear for some stories and it was used as a guide of what needs to be done during the implementation. It was also used as a guideline when making reviews and manual tests.

**kpi**

velocity: 1 finished

control chat:1,1,2,1,1,1 on average 1.2 hours

review and re-reviews: 1 review and no re-review. This sprint was mainly focused on the final details of the project. we didn't have many user stories

**Application of scrum:**

Team members felt like they developed expertise in using the tools. experience in working and updating the scrum board. The team improved in effort estimation which improved in the allocation of resources to the user stories.

One of the team members that had used waterpool before, thought that it would have been better to divide the project using waterpool approach but scrum is definitely better for the continuous progress of the project.

### **Design decisions and product structure:**

Using the Android API saved the team a lot of time in writing code and by using so the team could add value to the product almost during each sprint.

The MVC pattern made it easy for the team members to work parallel and coordinate during the implementation thus enabling customer value.