

# Sprint Log 1 - SpaceY

## Commitment

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List the features/stories that the team committed to finish during the sprint.

- Set up a slack server for communication
- Set up a git repository for development
- Set up a backlog in the git repo for issue tracking
- Initialize a hello-world application
- Conduct first customer interview.

## Work Done

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All the work for this sprint was done in one sitting with all team members without making any estimates on how long they would take. In future sprints, the team will commit to making estimations about the different features/stories by doing a planning game.

## Reflections

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Reflect on how the work worked. This data will form the basis for your final reflection. As the postmortem will be a write-up, it's fine to use shorthand notes, bullet list, and similar. Keep within 1000-1500 words.

At this stage of the project, the team has only had an initial meeting where the members had the chance to get to know each other, learn about the backgrounds of the team members, and discuss the task at hand; producing a tool that allows easy access to advanced equations for rocket scientists.

Discuss any deviations from the sprint commitment.

The commitments for this sprint were quite trivial. The main goal was to set up the environments for the project but most importantly to extract requirements

from the customer. Since these commitments were neither hard nor time-consuming, it was trivial for the team to stay on track with the commitments.

Did your experience correspond to or contradict with what literature claims?

As the team is at a very early stage of the project, there has not been much opportunity to actually apply any agile methodology practices. However, there are some notes to be made regarding the team. According to literature, agile teams are supposed to be self-organizing and cross-functional. The team has decided to work according to these principles, but has also assigned certain roles within the team to help with clarity and consistency. For example, there is the role of spokesperson for the team, which does not imply any specific privileges or hierarchical implications. It is mainly to provide clear and consistent communication to customers and supervisors. As for cross-functional team, the team, albeit randomly generated, does have members of different background where all members have varying previous experience in programming.

One could argue that practices such as XP's planning game or the poker of Scrum should be applied to the commitments of this first sprint. The experience of the team was however that this would only lead to unnecessary administrative work for trivial tasks. A lot of the commitments are very automated with today's technology. For example, the team has decided to use the React Native framework for the application. Creating the initial Hello World! for this sprint is as easy as typing a command into the terminal and voila! there it is. It is also quite paradoxical to create and assign a value to a backlog item called "creating a backlog".

How did the practices interact? Did they complement or counteract each other? / How efficient were the practices, given the time they took to use?

The two questions above will not be addressed thoroughly in this initial sprint log as none of the actual practises have yet been implemented in any notable

way that would allow the team to reflect on their interactions and their efficiency. What can be said is that the practice of having an on-site customer proved very efficient in this initial stage. Instead of brainstorming ideas for what we wanted to create, a short interview with the customer allowed the team to scope the project as to meet the customer's requirements. This allowed the team to a relevant backlog. The time/efficiency-payoff here was very good.