

Team Reflection 1

week 4

SonyMZ1

Customer Value and Scope

- We are in contact with our customer every other day to inform her of our progress. The scope for this week is/was to have a mainpage to show our customer and we are almost there. In order to get there we need to fix a few things. Finish the tasks
- Our effort estimation was on the lower side to make sure that we could help everyone to get to the same page when it came to things like github and android gui etc. In the future we would like to increase the effort estimation to have a more reasonable work flow. To get there we will take bigger or multiple users stories each in the next sprint.

Social Contract and Effort

- We have not had to use the social contract as of yet.

Key performance indicators

1. How close to our goal are we? Sprint wise? Project wise?
One out of five User stories has been moved to Testing
2. Stress Indicator (stress, workload)
On a scale from 1 to 10 the average for the whole team was 4.43
3. Lines of code divided by time spent (hours)
 $551/21.5 = 25.6$

Design decisions and product structure

- We have moved and redesigned the leaderboard of a challenge as well as resized the button for adding score to be more prominent. We also designed a specific end game screen for when a challenge is done.

- Trello, Figma and text documents. We use Trello for our scrum board to update the progress of user stories etc. and Figma for graphic design. As far as text documents go we use those for documenting meetings.
- We have started writing tests but have not reviewed the code yet

Application of Scrum

- We have assigned Scrum Master to Viktor Wirén and Product Owner to Felix Oliv
- With the mindset of not having a deadline for the project, we took this first week to get everyone on board and help everyone to understand Android Studio. This is a mindset that makes the course much more relaxed.