# Final Report - Team 2

Note: We have two user stories on our Kanban board that were not finished in the last sprint. We realize that this is not ideal but as a member got sick the last week we weren't able to complete as many story points due to them not being able to work on the problem as much. The task scheduled for that sprint is still in "Todo". The other had trouble merging due to weird problems with git. As such, even though it was done it didn't get merged. Despite it being a medium-priority task we probably should have prioritized getting it off the Kanban board as it was finished.

## Product Reflection:

1. **Did you end up with a product close to the initial thoughts you had? Why or why not did this happen? Was your first mockup somewhat accurate?**

- We think our initial project scope and mockup are quite similar to what we ended up with. If we look at our project scope we can see that we implemented almost all of the initial stated features. The features that were not implemented (box contents, sleeved, date added to site) were not included as we had limited time and our external stakeholder did not want us to prioritize them. The broad strokes of the mockup are similar to our final product as well. However, our final product is much more refined (which it obviously should be) compared to the mockup.

2. **Consider all sprints, what are the three most important learnings (what did you learn and how did you adapt to it) you discovered along the way about the product you built? It could be about the usage, the users, the technology behind, the features included etc.**

- We used the IT-divisions gamma logging system for our website as it will (only) be used by students from the IT-division. When implementing gamma we underestimated how long time it would take (can be seen by not finishing user story #40 in sprint 2) as no one had worked with it before nor done anything similar before it was pretty hard to estimate. The documentation was not great either resulting in it taking even further time. However, we learned a great deal from this, for example, how to better estimate and incorporate solutions done by others into our own projects.
- Another learning we made was the benefits of regular meetings with our external stakeholder. It made us realize that we might not have had the same vision of what is most important as the users have. A great example of this is

the features that we initially wanted to include but that were later not included as they were not a top priority by the users. In short: regular meetings with the stakeholder helped gather feedback and clarify priorities, ensuring the team was building the right features.

- The 3rd most crucial learning we made is similar to the one previously mentioned about the benefits of having meetings with the stakeholder but with a different perspective. The visuals of the products are as important as the features for the users. The visuals of our product in the first few sprints were quite basic and not very appealing to the eye, one might even say it was “ugly”. To ensure that the users actually want and like to use our product we concluded that we need to dedicate more time to making the website more appealing. As the responsibility of our product will be taken over by digIT (The IT-divisions committee that is dedicated to maintaining systems used by IT-students) we realized that we would have to create a design language so the transition for them taking over and further developing the product will be as smooth as possible. In short: The team recognized the importance of design and visual appeal, which led to dedicating much time in the last two sprints to focus on improving the user interface and creating a design language.

## Team Reflection:

1. **Compare how your team is working now with what you described in the social contract.**

- Our social contract was not that extensive and only included some guidelines. All team members followed the guidelines which ensured a good space for collaboration and teamwork. As the group dynamic worked well we did not need to add anything to the contract and it could be left in its original form.

2. **Consider all sprints, what are the three most important learnings (what did you learn and how did you adapt to it) you learned as a team?**

- One of the biggest learnings was that the team had completely different backgrounds in programming and therefore had to adapt certain things to ensure good collaboration. Even though we knew this coming into the project it still proved to be a problem initially. To overcome this barrier the more experienced team members provided valuable guidance and tutorials to help less experienced members. In contrast, the less experienced members were encouraged to ask clarifying questions and ask for help.

- Another learning is that we had to allocate user stories to the different members, especially the more inexperienced programmers as they did not feel confident in picking themselves. To clarify we did not force anyone to do a certain user story, it was rather the team helping each other get a fair and manageable workload. We understand that this might sound like a waterfall approach where the manager determines what the workers will do but we want to emphasize that this was not the case.
- The final major learning we made was that it is really hard to estimate story points and how many story points we will be able to finish. Even though we tried to use the velocity from previous sprints to determine how many story points we would be able to finish the following week it was really hard. We think this problem is propagated by the fact that we have different experiences, resulting in the same amount of story points taking vastly different times to finish. Another reason behind this is that the members have other commitments besides this course, for example, some members had a lot to do with their bachelor thesis one week and could not do as much that week but could do much more the following week. Using the velocity from the previous weeks could therefore result in an over or underestimation if not done with precaution.

Overall, the team learned the significance of prioritization, stakeholder feedback, and design improvements in the product development process. We also identified the need for a clear division of tasks, better estimations, and effective collaboration within the team.

**Disclaimer: ChatGPT has been used to refine the text. It has only been used to improve our spelling, grammar and to make our text “sound” more English.**