Process:

-       We were overly ambitious in our estimation of how much we would get done during the first sprint. One important factor was the half term exam in mathematics, which we thought we had accounted for, but still ended up with stories that remained in progress by the end of the sprint.

        In our second sprint, we instead were overly cautious with grabbing too many stories, which led to almost all stories being finished halfway through the sprint. Team members then haphazardly added more user stories from the backlog to be able to keep working, without the group discussing which stories should be brought in.

        With the third sprint, we will use the knowledge of how the previous effort estimations turned out in order to arrive at more accurate effort estimations of user stories. Furthermore, should we again run out of user stories, we'll make sure to schedule an additional planning session where we determine how we should proceed with the sprint.

-       We have been working as a group in the same room to positive effect. However, we felt that we sometimes had trouble remaining focused working on different parts of the project while being in the same room. Some of us also gave pair programming a shot, and to great effect. Though we do feel like it should not be adopted in every circumstance.

        In the future, it seems important to give planning time and energy, since it really pays off when it works. We will also emphasize the importance of adhering to the planning.

-       We experienced issues with distributing work between team members. Partly in one user story that was way too big, and partly because we were sloppy in ensuring each team member had a clear understanding of what their assigned tasks entailed.

        Prior to the second sprint, we took some time to reevaluate some of the larger user stories, and divided them into smaller ones, which really has paid off. It is much easier to assign work this time around, so we believe we have made substantial progress. On the other hand, we still need to keep reevaluating stories as the work progresses as we gain more insight.

-       No tests were written during the first sprint. Thus we had to manually test each story and hope that we did not miss any bugs while doing so.

        In the second sprint, we added a first task for each story for writing tests, before getting to work on implementing. However, since the majority of our code interacts with Firebase and Facebook, we came to the conclusion that it would be too time-consuming to write automated these for these dependencies. We still tried to test all local functions, but in the end, we felt that the purpose of test driven design was lost.

        In the future, we will continue to write tests where applicable, but will not give it as much focus as in the second sprint.

Product:

-       We have created an Android application where you can log in with a Facebook account and communicate with a Firebase database.

-       We have gone through several stages of chat-functionality, ranging from having a global chat accessible to everybody, through a private chat for each user, to a matching system that couples users together in separate private chats of two's.

-       We have, somewhat sporadically, developed a basic color and design vision for the App UI, which has stuck and now more or less is an accepted concept. At the same time, during our half-time-review on Lindholmen, many issues in app structure was brought to light by our mentors that had not crossed our minds.