

## **Team reflection sprint 7**

- A. The current situation or "what is" (A),
- B. What you want the situation to be or "what might or should be" (B), and
- C. A plan for getting from where you are to where you want to be or "feedback designed to reduce the gap" (A -> B).

## **Customer Value and Scope**

- the chosen scope of the application under development including the priority of features and for whom you are creating value
  - A. We have a map with waypoints that represents the waste bins. We feel the application can display the possibility of value to the stakeholder, though it's not valuable yet
  - B. We wanted to include features such as only showing bins that are X amount full. And displaying fullness. We wanted to make the application more valuable to the stakeholder.
  - C. Discuss with stakeholder how we want to proceed with the project
- the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)
  - A. We still don't fully grasp react and .js.
  - B. We wanted to understand react and .js better, and to use more well known patterns.
  - C. Take time after the project to use react and research use cases and architectural patterns
- your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value
  - A. It was very hard to estimate value, as a lot of the time was spent researching/learning new frameworks
  - B. We wanted the user stories to summarize a task and its sub-tasks and approximately show how much time the task takes to do.

- C. Ideally we want to get more familiar with the tools we work with so that it becomes easier to estimate how much time it should take.
- your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders
  - A. We didn't have acceptance tests.
  - B. It would be nice to have, but maybe it wasn't as suitable for our program since there weren't a lot of features.
  - C. We needed to finish the program, or at least have a more refined version before acceptance tests become relevant.
- the three KPIs you use for monitoring your progress and how you use them to improve your process
  - A. Burndown chart, Velocity graph and in the last sprint made a team value KPI.
  - B. The KPI we analyzed the most was the burndown chart
  - C. In later projects it would be nice to prioritize KPI:s a bit more in the beginning to be able to reflect more.

## Social Contract and Effort

- your [social contract \(Links to an external site.\)](#), i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)  
 There is a [survey \(Links to an external site.\)](#) you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.
  - A. We followed our social contract and we were satisfied with how it was followed.
  - B. We want to continue to follow the social contract as we have done so far.

- C. Remind ourselves about the social contract and the positive outcomes it has given us. In later projects make sure to write a social contract as soon as possible.
- the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)
  - A. We spent time that did not really deliver the result we wanted, mostly because we had to do a lot of research since a lot of what we were doing was new to us.
  - B. We wanted to have been able to spend more time on the product so that it would be more refined. For the next project it would be recommended to not use as many new tools as we did. Maybe one or two is okay but writing the whole project in all new tools was hard.
  - C. It's hard since it feels like the circumstances didn't really allow the group members to spend more time on the project.

## Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value
  - A. We chose to stick with google maps api, since we felt that it was the most mainstream and probably most developed alternative. Most people are also used to the google maps interface, and the functionality has not been a big limit.
  - B. In hindsight maybe looking into other map apis would be a good idea, since it seems like there are some things that google-maps doesn't do as well, but unsure if other map apis do it better
  - C. Examine whether we should change framework
- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)
  - A. We used JavaDoc to document our code and also a sequence diagram.

- B. It would maybe be beneficial to have more technical documentation but we made the decision that it was not really necessary and we spent time on other things instead.
  - C. Incorporate them next time?
- how you use and update your documentation throughout the sprints
  - A. Keep “document code” as one of our acceptance criteria.
  - B. We could have used tighter standards for how the documentation should be written, and what parts of the program needed/didn’t need documentation.
  - C. Discuss documentation standards to ensure that everyone is on the same page
- how you ensure code quality and enforce coding standards
  - A. We reviewed each others code before approving pull requests
  - B. Maybe we should have had some sort of document for coding standards, but we were unfamiliar with react and js so didn’t know ourselves how we wanted the code to look like.
  - C. Research coding standards for respective languages, before a new project, discusses how we want the code to look like. Maybe bring up effective code vs readable code etc.

## Application of Scrum

- the roles you have used within the team and their impact on your work
  - A. We haven’t had any specific roles. One of the team members has had contact with the stakeholder to discuss later meetings etc.
  - B. It would probably be nice to have a PO that has an extra responsibility that the correct amount of effort is put into making user stories etc.
  - C. Having a member take the PO role each week.
- the agile practices you have used and their impact on your work
  - A. We focused on customer value when prioritizing what user stories to do first. We tried to create new versions often, with incremental changes.

- B. We could have been better at writing independent and quickly completed user stories
  - C. Use agile practises more rigorously to improve in their implementation
  
- the sprint review and how it relates to your scope and customer value (Did you have a PO, if yes, who?, if no, how did you carry out the review? Did the review result in a re-prioritisation of user stories? How did the reviews relate to your DoD? Did the feedback change your way of working?)
      - A. We didn't utilize the PO role, but the reviews with the stakeholder still went fine. They brought up points that we maybe hadn't thought of so we had to reprioritize based on that.
      - B. It would be nice to have a PO(maybe rotating role) that gives a better overview of the user stories and how we should have prioritized them.
      - C. Look into having a PO for next projects where we work in agile.
  
  - best practices for learning and using new tools and technologies (IDEs, version control, scrum boards etc.; do not only describe which tools you used but focus on how you developed the expertise to use them)
      - A. We used GitHub, vs code, Springboot, React.js, IntelliJ, and we had a scrum board in Trello. We developed the expertise to use these tools through google, youtube, stackoverflow, trial and error.
      - B. There were a lot of new tools and a lot of the project's time went to research about them. If we were to do this project again we should use the tools we already know even if they are not as good (read JavaFX).
      - C. More time spent on researching.
  
    - relation to literature and guest lectures (how do your reflections relate to what others have to say?)
        - A. There were no guest lectures or course literature.
        - B. There were no guest lectures or course literature.
        - C. There were no guest lectures or course literature.