Team Mustafar

Team Reflection Sprint 2
24/9-2022

A) What is/Current situation:

This sprint the group has worked very well and the workflow has gone smoothly. We feel like we have all gotten used to the SCRUM workflow and how to implement it in terms of working with our user stories. Our communication has also improved and we have begun working better as a team.

B) What might or should be:

We feel like our user stories can be improved a bit more since they changed in the middle of the spirit because we underestimate our ability through the effort of estimation. We will solve this by planning ahead in the future.

C) Feedback designed to reduce the gap (A -> B)

By following the scrum workflow more efficiently and having daily meetings as well as dividing the user stories between subgroups in our team we believe that we can reduce the gap to get where we want to be in terms of the project deliveries.

Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value

In this sprint we worked with getting the map working correctly for our application and also getting the position of the user on the map. For this reason we have created value to people wanting to know where they are exactly quickly so that they can find parking spaces near them.

- 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)

We want to achieve knowledge in working within the agile environment and also scrum as a whole. As we believe that this experience will be highly beneficial to us in future jobs and environments. Some of us also want to achieve more experience in working with android app development as this might be an area of work for many of us later in life.

- 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

Our user stories for this week was to see the map and also to get the location of the user on the map. For the acceptance criteria we had that the map must be identical to the google maps API and show the same map that you would normally find on google . For the location about the user we had acceptance criteria that when you press a button you would get teleported to your location. Our effort estimation for this was widely agreed by all team members and this also influenced how we worked together since we all contributed equally because we had the same idea about the user stories. This in turn made us create a lot of value.

- **your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders**

- We tested ourselves to look for bugs and other faults.
- Then we checked the results with our product owner to see if he approved.

In this way these acceptance tests made sure that we provided everything that we were supposed to do in the sprint.

- **the three KPIs you use for monitoring your progress and how you use them to improve your process**

As a group we will use the following 3 KPIs to monitor each sprint.

- Velocity - To measure how many user stories we finish in each sprint.

- Control chart - To check how much time each individual put in each task. (This value could be the same as if we work in subgroups).

- Reviews and testing - To review and test the code.

By using these KPIs we will make sure that everything is working correctly and to make sure that everyone is focusing on the right things.

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)

Everyone in the group followed the social contract and we have not found anyone that has broken against the rules. The scrum master also reminded everyone about the contract when we were working on the user stories. We have not found the need to change anything in the social contract or to make something more clear for someone but we hope that this will still be the case in upcoming sprints.

- 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. 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)

We have discussed these questions as a team and covered them all.

Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value

We decided to use the Google Maps API to display the map for the user. We believe this to be a good choice since the Google Maps API is well documented and easy and free to use. We could have chosen to use Apple Maps, but it seemed less documented and more difficult to get started with.

- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)

Beyond the normal documents that we create after our sprint and in our meeting we also use discord chats and different threads to communicate between team members.

- how you use and update your documentation throughout the sprints

We add Javadoc comments to our public methods and also comments inside of functions where necessary.

- how you ensure code quality and enforce coding standards

We review the code together as a team by posting it on our common chat to let everyone have a look at it and agree upon it. In this way we ensure that the code is up to our standards.

Application of Scrum

- the roles you have used within the team and their impact on your work

Since we did not have anything granular to latch onto; like clear classes or methods to have people work on we divided into two groups, one handling the parking api and one handling the button fields.

Next sprint we will be able to split into more and smaller groups since we now have classes to improve/make and in general clearer areas of development that we can have a few people at a time working oon.

- the agile practices you have used and their impact on your work

  - We try to do´work within the groups together in calls for better coordination as such most information is conveyed face-to-face.
  - Teams can at their own discretion split into smaller more specialized parts if needed
  - Meetings in the larger project group also becomes a form of demo session

- 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?)

Erik is our product owner. We carried out the review by scheduling a meeting with him towards the end of the sprint. The review went smoothly and we discussed common interests and also we took notes and constructive criticism from him. We also related a lot to our definitions of done to see that we have gotten everything in our solution and not missed anything. The feedback was very informative and will make us rethink in the upcoming sprints.

- 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)

For coordinating learning around topics that groups encounter we generally share relevant internet resources in discord to get others in the group on the same page if needed

- relation to literature and guest lectures (how do your reflections relate to what others have to say?)