Team Reflection

-What went well in the sprint.

The group participation and communication went quite well. Everyone has made a simple program.

-What could be improved

Familiarize ourselves with a larger number of premade objects and their methods that we may use in our project later on.

What we will commit to improve in the next sprint
- We will aim for greater individual scope of responsibility since we assume that making the map (and maybe some icons) will be harder than what we have done so far.
- Making sure all methods and classes are commented before each commit.

We intend to have a meeting before our first major commit where we check that code has been properly commented.

Customer Value and Scope

Under the advise of our supervisor we've yet to reach the stage of exactly deciding the scope of our project as of right now we have a more general scopet. We've settled on an idea and the overall design, and some of the functionalities. But the exact scope and funtions will depend on the sucess of future sprints and the difficulties that we encounter.

This sprint we have limited ourselves to getting familiar with the working environment as a team and performing the necessary setup and preparations for the coding part of our endeavor.

User stories
We created a few user stories to assist in getting the team-members to get familiar with the environments needed to create android applications.

Social contract

It worked well as we worked together, since everyone in the group followed the rules that we decided in our social contract. Although not all members were present in the meetings and those who were absent that cased they missed the informations from the meetings but we could deliver the details of the meetings at after hand to them to be in the same level as others (as we are 7 people it is very hard to set up meetings where everyone is able to attend, at no fault of any individual group member. We try to choose times that can accomodate for as many as possible).

Application of SCRUM

We chose Gabriel Malmstedt as the SCRUM-master. He is responsible for making sure that all parties involved in the project are on track and well informed.

Our project owner is Erik Johansson

Under the advice of our supervisor we decided to familiarize ourselves with android studio one by one, everyone has tested using the device emulator

This week we decided that we would learn the easiest by making simple programs on our own and experimenting with android studio, everyone can ask questions in discord and link useful resources to the rest of the team.

Since everyone worked one by one this week, we stepped away from the small-team structure we had previously outlined for our project. Next week we expect to utilize a small-group organization structure.
We had a meeting on wednesday to check how things were going for everyone, Gabriel had an issue with the emulator that he has since solved. Other than that there were no hiccups