

Team reflection - Sprint 3

As a team you should reflect on the topics below. It is not necessary to reflect on all topics every week. Instead, you are asked to make a selection of the topics that are relevant in any given week. However, the final report should address all topics. That means that you need to reflect on each topic at least twice to show your progress.

What is the current situation?

We once again choose to divide labor into two groups respectively dedicated to: price tags (1) and address search (2).

group 1:

This group worked with the price tags for the parking locations and added information about that specific parking spot when clicking on it. We had 2 main meetings where we worked together and we encountered some problems and difficulties but we managed to solve them. However our second user story we did not completely finish as we overestimated our capability and realized that it would take more than 1 sprint to complete. Otherwise it worked well within the group.

group 2:

The address search group was divided into 2 parts; one handling marker finding and the other with recycler/search/geocoder.

We had 2 meetings deciding, where in the first meeting we had a problem with the program not working properly, causing it to crash upon start up. The second meeting was more focused on the recycler view where we had trouble displaying text on the app, we managed to fix this at the end of the sprint.

B) What might or should be:

We don't have anything special to comment here this sprint. We will keep working as we have done.

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

Using the same strategy as the previous sprint has worked well so we will keep doing this in the upcoming sprint also

Team Mustafar

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 were working with getting information about parking locations and also working on functionality related to searching for nearby parking locations based on your location. We believe that this will in turn create value to people using the application by making sure that the user gets the information needed for parking and also that the map only shows “relevant” parking spots near the user's location.

- **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)**

As a team we would like to achieve better teamwork between our teams in the sprint. As we believe that we have had some faults in communication when one team was struggling with a user story.

- **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**

We divided the user stories between 2 groups. This made us work more efficiently and get more user stories done. However, it decreased the awareness that each group had on the project as a whole.

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

Our acceptance tests were easy to perform since we could use the android emulator to test that everything worked as expected. An example was adding price/information tags to each parking marker. We tested it in the emulator and the price tag was displayed correctly and as expected.

- **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.

For velocity we have completed **1 out of 4** user stories this sprint.

Control chart: 6 hours work / person

Reviews and testing: We have constantly tested the functionality of the program as we write new code through running the program. Before committing to the branch we review the code through all team members across all groups to ensure that no faults get committed.

The KPI's work well to measure progress. However, it is more difficult to measure how much a group has struggled in a sprint using our KPI's. If a group has not done any commits to the github repository, or not finished any user stories, with our KPI's, it might seem that the group did nothing in their sprint. However, it could be that the group put in a lot of effort and the problem was too difficult to solve in that sprint. We find it important to measure how much a group struggles in a sprint since it can give valuable insight into the user story. Maybe the user story is too difficult and should be changed? Maybe we should change who works on the user story?

Application of Scrum

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

Dividing the group into 2 groups has been effective in terms of getting things done. Both groups have performed well and achieved their user stories. However, the downside has been that it has been difficult for people in different groups to understand what the other group is doing. Thus, the awareness of the project as a whole has been reduced amongst both groups. A solution is to have a meeting where both groups participate and share and explain their work to each other.

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

The agile practices used in our has greatly increased the impact of our project in a positive way.

- We have a discord server that is open and the group can at anytime reach out to one another via that server, which we do daily just to check up on each other's progress and help each other if needed.
- We also have an occasional meeting with all of the group, just to check up on how far we have gotten and how the progress is been going. This helps with updating and knowing what the other group is doing, so everyone is aware of the progress that is being made and also to be able to discuss a way to connect both the progress to the project. Although this week we haven't had time to schedule a such meeting we will be scheduling one or two of them for next week.
- Dividing the project into sprints makes working on the project more efficient, since we constantly learn from our mistakes and adapt the product after each sprint.

- **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?)**

Our product owner is still Erik. We had a meeting with him at the end of our sprint to discuss the progress that went well. We talked about our progress and how far we have come with the progress, showed him how the program is currently working and the future user stories we planned to implement for the project to see if he is satisfied with it. The feedback we got was enlightening and got us focused on what exactly we needed to focus on for the next sprints to come.

- **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)**

To gather good and relevant information about new tools and technologies we use different resources which we in the group share with each other. Resources can be books, internet forums, youtube or other internet sites. If the information is relevant to a solution in the project we try to discuss if it is a good solution or if it can be improved in any way.

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

In our group we haven't made use of the literature or the guest lectures at large in our project. The first lectures were good to get going but the guest lecture was in another area when they talked about the migration from waterfall into scrum. We made use of the supervision sessions but apart from that we didn't do much else.

