

Team reflection

Group Alphaville

2022-05-13

Members present: Edvin Brogeland, David Boman, Valdemar Vålvik, Linus Lundgren, Felix Edholm, Martin Wahrén, Patrik Olsson, Lukas Jigberg

Customer Value and Scope

After this reflection we have an important meeting with our stakeholder so we feel it's better to reflect on this topic next week.

Social Contract and Effort

- your [social contract](#), 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](#) 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.

Overall the social contract has been followed quite well. However there are some deviations from the contract.

In our social contract, we stated that meetings will be booked via Discord, and will be conducted either via Discord or physically. The meetings are mandatory, but it is ok to be absent if there is a good reason for it. This has been followed well, and even though some meetings have lacked one or a few people, the whole group is of the opinion that everyone has done their best to try to contribute and be active.

Wednesday meetings are on Discord, and Friday meetings have been conducted physically. Overall, the group is satisfied with the way that meetings have been conducted.

We have also specified rules in the social contract that we try to divide our workload as evenly as possible, and under the circumstance where one person might have gotten more work than they expected, then other members with a lighter workload are expected to help that person. Deadlines are set using our estimation for the created user stories, but as user stories can easily turn out to be harder than expected we accept that there might be delays. We follow these rules pretty well, as we divide user stories amongst ourselves in the beginning of a sprint and keep an open communication whenever issues might arise. The biggest issue we currently have regarding workload is accurate estimation of user stories, but we expect this to

get better the more experienced we get with both scrum and working in the Android framework.

In our social contract, we also stated that decisions made should be well documented. This is unfortunately something that we could and perhaps should improve, since non-documented decisions might be forgotten and therefore having to be decided on once again some time in the future. We could probably document our meetings better than we have up until now. Our decision making process has worked very well and decisions have been made when a majority of the group agrees on something.

- 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)

For every user story, each team member has to keep track of how many hours it took. This is however a rough value and not exactly timed by each member. At the end of every sprint, each member presents (roughly) how many hours each user story took. All team members do not commit the same amount of time every week, though our experience is that it evens out between sprints in the end and we believe that we put in a reasonable amount of time for deliveries that we are happy with.

Design decisions and product structure

Design decisions and product structure have not been subject to any changes worth mentioning since the last time they were discussed in the team reflections.

Application of Scrum

Our application of scrum has not been changed very much since the last time we discussed it in the team reflections.