

Team reflection

Group Alphaville

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

Reflection

Customer Value and Scope

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

The scope of the project was to create an app where a user can browse, search for, and review different types of coffee, along with getting recommendations based on previous reviews. Firstly, we added search and viewing functionality, since being able to browse coffee products is a big part of the customer value. Then, we elected to implement the review functionality, since this would allow a user to save their thoughts on a coffee that they had drunk. Lastly, we chose to implement the recommendations-functionality, since this was not as central a part in creating customer value.

- 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 feel that the project has been very successful. In terms of the final result, we are satisfied with what we have delivered, even though some features were left out due to a lack of time. We have all learned about the agile way of working, which was the primary target of the project.

- 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 have been divided into tasks which has been very helpful during the sprints. Tasks and acceptance criteria have kind of been combined which has worked fine but separating them might have given some more clarity regarding what should have been done in each user story. Effort estimation for each user story has been made through planning poker which also has helped quite a lot in picking an appropriate amount of user stories for the sprint backlogs.

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

We used JUnit tests for the more complex parts of the app. For example, the matching algorithm, which utilizes the user's past reviews to calculate a match percentage, was tested to validate its functionality. More simple/visual functionality was tested by running the app and trying the functionality hands on. The tests were performed by all members of the team during the project. The stakeholder was also allowed to test the app on multiple occasions.

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

The chosen KPIs are the following:

- *% ratio of finished user stories out of the ones in the sprint backlog.*
 - This KPI has given us an idea regarding how well we have chosen the right amount of user stories and how "well" each user story went during the week. This might give some information regarding
- *Deviation from our User-story estimations.*
 - This gives us some kind of information regarding how well we estimated the size of each user story. Since the estimated values for each user story did not have any specific unit of time, the KPI numbers were based on subjective estimations of the size. We have realized that this KPI is quite similar to the first KPI but still gives us a way to gauge how good our estimations have been.
- *How well our team has adhered to the scrum rules. (The number of deviations).*
 - This KPI gives us an idea of how well we have followed the rules of scrum. Even though it might be difficult to identify a specific trend from this KPI, it has served as a reminder every week that we should adhere to the rules better.

Regarding all three of our KPIs, it is difficult to identify any trends, which might depend on poorly chosen KPIs or the fact that 6 sprints (6 weeks) might be a too short period of time to properly reap the benefits of KPIs in the work process.

Social Contract and Effort

Last week we reflected on this topic and have not made any changes so we feel that we don't need to further reflect on this.

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 changed notably during this week and therefore it is nothing in particular worth mentioning.