

Team reflection
Group Alphaville
2022-04-22

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

Customer Value and Scope

We do not feel the need to reflect on this topic this week since we do not feel that much has changed since last sprint.

Social Contract and Effort

We have decided not to reflect on this topic yet because we don't feel it has had enough impact yet.

Design decisions and product structure

We do not feel the need to reflect on this topic this week since we do not feel that much has changed since last sprint.

Application of Scrum

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

Martin is the scrum master and has been leading the scrum meetings. Lukas is the product owner and together with Martin has had a meeting with the customer. This gave us a basis for creating our product backlog and what features to focus on.

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

We have determined epics which give us a good overview of the overarching goals and created user stories that make us improve towards our epics. We have estimated user stories which we used to determine the appropriate workload for our sprint. We have a scrum master that makes sure we use scrum practices in a sufficient manner. We use KPIs to make sure our work is progressing well.

- 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?)

The product owner, Lukas, was not present during the sprint review. We carried out the review by summarizing how the user stories went. The review did not end up needing reprioritization of user stories. Mostly because things went according to plan. We made sure that DoD was complete, but we could have focused more on

this aspect. The feedback resulted in several different areas of improvement, in which we will try to improve in the upcoming sprint.

- 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)

The tools we used this week were some UML-diagrams in the form of class diagrams focusing primarily on our model of the application as well as a scrum board for planning our sprint and tasks. We decided to create a first iteration of a class diagram of our design model to get a better overview of our future application and what we want to work against during the project. We have noticed the importance of having a base design early in a project through other courses where it has been very helpful. The scrum board helps us visualize the work we have in front of us, both this sprint but also in future sprints. This is our first course where a scrum board has a central role so we are developing our expertise as we go along. We hope to continue to develop our expertise throughout this course by working with our scrum board every week and seeing what benefits it gives us. No coding was done this week so no IDEs or version control etc. were used.

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

Much like what the literature says, we have divided the group into a scrum master, a PO, and developers. We went against the literature a little bit in that we did not slice a big user story into smaller ones as the literature suggests. We hope to improve this next sprint. In most other ways, we tried to work in accordance with the literature on the area.