

Customer Value and Scope

Queen are to develop an office-space booking system for IT consulting firm Elicit. The system to be developed includes two separate applications: a smartphone application to be used by employees for creating bookings and a web dashboard for admin users and managers. The number one priority is to create a simple booking system that enables employees to reserve an office desk and allows managers to quickly see who is working at the office and who is working from home.

Currently, a web app with basic functionality has been built using Flutter using a Firebase backend. The short-term goal is to set up a smartphone application with basic booking functionality in the same way, something which will be achieved by coding our application with our mockup as a basis.

As for success criteria, the team has unanimously agreed that our main goal is learn as much about agile software development as possible. Furthermore, we hope to be able to deliver a complete and working product to our product owner at the end of the course. Naturally, we all intend to receive a passing grade as well.

The “user” in our user stories for the first sprint have mainly been the team. We have focused on getting a development environment set up and only to deliver proof on concept and design mockup to our product owner. In the future we intend to be more focused on the customer and the end users with user stories based around specific users and their situations. We believe that it will be easier to make appropriate user stories as we get more familiar with the user’s needs.

We have not yet developed any acceptance tests. However, once early releases of the application becomes complete, and as such are able to be tested by the product owner, acceptance tests will be designed.

The three KPIs we have chosen were number of presses to make a booking, time to make a booking and number of calls to the backend per booking experience. These criteria have guided our initial design process. These KPIs could remain in the future to ensure a pleasant user experience but new ones should be established to guide our processes in the future.

Social Contract and Effort

Queen has established a detailed social contract that stipulates, inter alia, in what way internal communication shall be conducted, through what media, that tasks shall be distributed equally amongst team members. Furthermore, decision making, documents and file management, the common level of ambition, and measures in case of mismanagement are parts of the social contract. The team's main goal, also stated in the contract, is to deliver a working product and to gain new knowledge in agile software development.

At one point, early in the process before signing, the social contract was changed in order to reflect the chosen work process, including Atlassian’s Jira and Confluence software, in addition to Google Drive.

At the moment, the group has no intention to make changes to the contract. Nor any changes in the future. We intend to keep the social contract, as is, and only make changes if needed.

Therefore, the group has to uphold the stipulates and follow the rules stated in the contract. No active action should be needed to fulfill the goal.

Queen has spent time having meetings and communicating with potential clients, having internal group meetings, creating a mockup as well as setting up the software needed to start working on the project and client we chose to work with. Our perception is that the amount of time spent is on a reasonable level and the delivery has been more than adequate. To sum it up, a project has been set up and a vision of how it will work and what it will look like in the future.

Because of the demand of the project, similar effort and time spent by the group is expected in the future.

Design decisions and product structure

Queen uses the open-source framework Flutter which is used to develop cross-platform applications. Since the product owner requested that the application should function on all mobile devices, this was the best approach for this project. We are focusing on creating a design that enables a user to make a successful booking with as little number of clicks as possible.

We use Github and text documents (confluence) mostly for now confluence is used because its connected to Jira so we can easily see our Jira workspace and add it to confluence. We have not yet really decided on the architecture of the code. In the next couple of weeks we will start planning our code design. For working with the visual design we have decided to use Figma since the group was already familiar to using it and it is simple. Furthermore in Figma our first mockup is now done and ready to be shown for our product owner.

We updated our documentations for now during the sprints by commenting our code while we write, fill the questions that may occur or write descriptions of something that might be complex. We also make sure we use Jira and assign each team member the user stories that they are going to work on before they start working on them. Furthermore we have contact daily on Slack and continuous during the sprint. In the future Queen would like to continue in the same way and also introduced the new programs which we will use, for example some program for domain models and class diagrams. In our next group meeting we will decide about which programs to use and why we should use them.

We have not yet set up any methods to ensure code quality or coding standards. Although, we have included in our definitions of done document that the code should function correctly without known defects, which will be achieved by testing as well as setting up testing standards. These things are planned to be implemented in the near future.

Application of Scrum

Hannes has been appointed Scrum master this week. The group has decided to appoint a new Scrum master for every sprint. We believe that it is important for every member to try out this role.

The team structures the Scrum work with Jira, where all our user stories and epics are sorted into a backlog and put into the current sprint.

This week we switched project on Tuesday, this resulted in us having to restart our backlog and this week's sprint on Wednesday.

We should overall have gotten further along with our sprint, and switching mid week, resulting in only three days to complete the sprint was not optimal. We would like our work with scrum to be better organized from now on.

Having finally decided on a project we do not anticipate that this will be a recurring problem.

The primary goal for this sprint in terms of delivering customer value was to create a simple web application that is connected to a database. Since none of the group members have any previous experience with our chosen framework, Flutter, the group also decided to spend some time learning this technology.

Since this was the first sprint, we started with nothing, and as such, we decided to slice the cake fairly thinly. As mentioned above, this sprint was mainly dedicated to learning new technologies and getting started with the project. Therefore, the group members primarily worked together. This also helped us to get a better understanding for how we want to work as a group. Working together also boosts learning when trying to learn new technologies such as Flutter.

The group has managed to complete most of the goals set for this sprint; there is a mock-up for the application, and there is a web application that is connected to a database. However, the group still needs to get more acquainted with Firebase and Flutter.

The project owner is Pelle Andel from Elicit. We have not had a sprint review with the PO this week, we will have the review at the beginning of the week after easter.

In the future we would like to have a sprint review, with Pelle or someone else from Elicit, every Friday after lunch.

Hugo will contact Pelle and set up a meeting on Tuesday after easter (19. April), and a recurring sprint review every Friday after lunch.