

Team reflection week 19

Customer Value and Scope

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

Acceptance tests have been made throughout the project. User tests are performed on a regular basis and are the main method of testing. The tests are conducted by all team members during development and when user stories are regarded as finished. The user tests should test a variety of scenarios and user input to find bugs and possible opportunities for improvement. Therefore, user tests are important tools to deliver the best possible product, in terms of clarity, and functionality, to stakeholders.

Design decisions and product structure

- how you use and update your documentation throughout the sprints

We are thoroughly documenting the classes and functions we have written. This was not always done perfectly in the beginning, but we are revisiting old code and adding documentations. If the project were to continue then we would add Dart docs and other documentations as we produced code, rather than adding it afterwards.

Application of Scrum

- 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)

Many team members were unfamiliar with both Flutter, which we used for our application, and Git which we use for version control. To combat this, the first sprints focused on improving everyone's understanding in these tools and, especially regarding Git, the more knowledgeable team members instructed the rest in how to best utilize it.

The team members use a variety of IDEs (VS Code, Android Studio and XCode). As Flutter is independent of platform, we decided that each team member may choose the IDE they are most comfortable with. Luckily, all IDEs are used by at least two people, so there is always someone to ask for help in case of IDE-related issues. This proved useful, especially at the start of the course, as some people faced problems which we worked together to solve.

Further, the team had not worked with scrum a whole lot previously. Therefore, before the first sprint the team created a test sprint in order to practice how to efficiently work with scrum. Also, the team has now started using planning poker to judge user story points.