Team reflection sprint 3 week 17

Customer Value and Scope

The team wants to learn how to work within an agile, scrum, framework. We also want to develop a reasonably decent app, both to learn programming and design and to show potential employers. We will try to more strictly follow the guidelines for scrum observe the impact on our progress and the value we deliver for the stakeholder.

Social Contract and Effort

We have spent the time needed for the project so far. That is to some team members, slightly more than what should be required according to the course guidelines. Although, since some parts of the project have to be completed at a certain time, this has been required. Future sprints are to be planned with a 24-point burn rate which is equal to a sustainable weekly workload of the team.

Design decisions and product structure

The team has commented classes and methods in most of the codebase. Further, this sprint the team has started writing Dart Doc for multiple classes and methods. The goal is to have written Dart Doc for the entire code base when the project is over.

Currently, the team does not utilize any UML or sequence diagrams to visualize the codebase. Although this probably would make the code base easier to understand, the project is fairly straightforward at this point in time. Therefore, the potential gain from these diagams would be offset by the time it would take to create them.

Application of Scrum

We have graded our tasks to match our velocity for the first time this week. We now the the advantages this brings, so we will make sure to continue to do this in the coming weeks. However, we will try to use planning poker in the next sprint in order to better judge the scope of our user stories.

Also we contemplated what the main goals of the sprint was, and how they add value to our application in order for us to better understand in what way our work creates value. We will continue to do this in the next sprint as we found this very helpful.