

Team reflection sprint 4, week 18

Customer Value and Scope

We have used a fairly standard pattern for a while. It has been a bit too many "as a developer" to motivate refactoring and other background tasks which do not directly affect the processor. We want more user stories to be focused on stakeholder values directly. We use acceptance criteria to a limited extent and want to improve in that regard. We have been breaking down tasks into sub-tasks and estimated their effort as a group, using tools such as planning poker. This makes it easier for us to estimate the scope of tasks and reach a consensus about how much labor they require.

Design decisions and product structure

Design decisions are commonly made as a group with the majority deciding the outcome. Since we start with all of our design in Figma before we implement it code-wise its easy to together come to a decision and easily change colors, themes etc. After we have worked in Figma the designer shows the rest of the group what has been done and then we discuss. Furthermore we also use slack to communicate instantly. We also use Jira to divided the different part of the design process between the group members.

Application of Scrum

The team does have a product owner, Hugo, who has close contact with the client and is responsible for mediating function and design from the client to the rest of the team. Although, on a weekly basis, the team meets with the client.

We reviewed our progress so far and decided to focus mainly on getting the admin-console up and running, as the smartphone application already has most of its functionality implemented. Consequently, we prioritized these user stories. We also worked on documentation as this as part of our definition of done.

Moving on, the team will strive to produce user stories that are more vertical than before. Most of our stories so far have been quite horizontal, focusing mainly on user interface *or* logics, so this is something we need to improve in our next sprint.

We also used planning poker but noticed that a lot of user stories were not very well defined, so it was difficult to judge their scope. This lead to a lot of revisions and clarifications. We did however not completely finish the sprint this week either as there were still a 4 user stories with some tasks left to do. We should put some extra effort into the planning poker for next week to make sure we evaluate our velocity more precisely.

In this sprint we changed our velocity scale from 24 total points to 40. Previously, we assigned between one and three points to user stories. This created a few issues where the amount of points did not properly reflect how much time was needed for certain user stories. Increasing the scale to 40 solved this issue.