

# Customer Value and Scope

## *did not discuss*

During this first sprint we delivered customer value by completing one user story. We deliberately focused on making sure that everyone had a working work-environment. As such we did not have to take any major decisions that would affect the customer value and scope greatly. Our current situation is thus a basic delivery of customer value. We would like to deliver more customer value in the coming sprints. This will be done by including more user stories in our sprint planning.

# Social Contract and Effort

- Your [social contract](#), i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)

The social contract we have so far is quite standard. It focuses on things like clear and often communication, and our shared values in how we want the work to go (equal, focus on learning, democratic, fair, etc.)—the social contract has not needed to change this week, and therefore there are no new steps taken with regards to our social contract.

- the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)

The group time is, on average, definitely below 20 hours. This was sort of expected (for the more experienced group members) as we gave ourselves a soft start, to make sure everyone got their tasks done and the user story was completed in time. This is a common psychological trick, that, if one starts with a simple task that is efficiently finished the daunting bigger tasks are easier to start! So, with that as our base, we set our goal “low” but allowed for further work and learning outside of our direct tasks—we hoped that would inspire confidence and give us a good base to start the “real” work the next work week. And as our goal is for the next work week to include more work that we are well prepared for, we hope both the amount of work completed and the hours spent will increase.

# Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value

We have currently chosen two API:s they seem to support the purpose of our fitness application. The data that can be retrieved from the API:s is relevant for our primary scope of the project, which is training exercises and food recommendations. The aim is to retrieve relevant data from the API:s in order to do so we have to integrate the API-keys into our application.

- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)

For this week's sprint we have not used any technical documentation. However for the future, when we are to use components in React to structure the application a need for diagrams might arise. At the moment we can see how the components are related when we look at the Figma design because the components are just pieces on the screen.

- how you use and update your documentation throughout the sprints

We could make a component diagram in the coming sprints if we see that the application is getting more complicated and to make it clear for all the group members how the application is structured but for now we can just look at the design and know which components are needed and how they are related. There is a possibility that we change the design if it is needed and that can affect the structure of the application.

- how you ensure code quality and enforce coding standards

We have created a code style document which is two pages long and aims to assist us in creating quality code with our self imposed standards. We would like to continue keeping up this standard and also build upon it together as we grow as a group and programmers. To do this we will remind each other about the standards (kindly), and suggest new additions when necessary--which will then be discussed in group. We also follow the definition of done document to enforce these standards.

## Application of Scrum

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

We had a scrum master and a product owner. Our current plan is to rotate who will be the scrum master, so that everyone has the chance to explore the role and learn from the experience (and so the scrum master is not locked in an unwanted role for the whole project). This will be achieved by sticking to the plan.

The scrum master tried to support the scrum work this sprint. The scrum master hopes that the next scrum master will be more secure in the role and in the needed knowledge. This will be achieved by everyone working towards improving their scrum knowledge and understanding (by osmosis of the course and project work, but also deliberate learning of scrum).

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

During the sprint some team members finished their tasks earlier and then asked the group if someone needed help with anything. When this wasn't the case they were able to take on another task. This indicates agile practices. However, the tasks could have been more defined and a specific task could have been created in trello so that scrum could be better implemented.

- 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 review was communicated over discord voice chat, and the main feedback change that occurred was to increase our work efficiency and improve our communication. We will try and improve our communication by reminding each other of our shared values in the social contract, to create a better habit of communication. We also wanted to take more user stories next sprint. This led to us choosing more user stories for the next 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)

Trello: As it is right now everyone is familiar with Trellos working environment. Working as a group we want to achieve a coherent documentation on Trello so everyone can get the information without any unclearness. To do this most effectively we will use screen-sharing sometimes where group-members will join and discuss the documentation together.

vs-code: Currently, everyone is using this and so far this has worked well and no one is feeling too lost. But the less experienced members wish to get more knowledgeable (so the future project work continues smoothly). This will be achieved by having a self created work meeting where tips and tricks of vs-code will be shared.

Git: The team members had varying degrees of expertise regarding git. The most important information (how to push and pull etc) was shared during a group meeting (over discord with one member sharing their screen while informing the group of the most relevant information). Further knowledge will be shared in this manner or over discord text communication to increase everyone's expertise of git.

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

We have not had guest lecturers or read any directly relevant literature (as a group) yet. Therefore we are not going to discuss this topic this week.