

Team reflections

Customer Value and Scope

- **the chosen scope of the application under development including the priority of features and for whom you are creating value**

This week we have continued to prioritize public transportation data for the user, by using an API that the regional public transport company provides. Also, we continued to improve the user experience, and made the search boxes keep their data after submitting.

- **the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)**

Same as last week

- **your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value**

In previous weeks we have been taking on more user stories than what we had in the initial sprint backlog. We're usually completing more effort points than our initial estimation.

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

We have been prone to accept pull requests during meetings instead of on our project's website, because we have been slow to review the code individually.

- **the three KPIs (key performance indicators) you use for monitoring your progress and how you use them to improve your process**

We have deleted KPI 4 which we created last week, due to the fact that it was the same as one we already had. We now have easy to read graphs based on our KPI data.

The scrum master has been keeping track of how things move on our trello board during the week. This has been done for past weeks as well. Now we started to collect the data from this, as well as old data from trello, to create tables and charts for our three KPI's. By doing this we have been able to see our workflow from a new perspective. While we felt a lot like we managed to complete everything during our

sprints, this did not always show in the KPI graphs. Mainly because of our requirement of everyone approving before merging and moving a task to the done column, so things could be done but it's not showing in our graph yet. We got other insightful data from the KPI graphs as well. For example towards the end we started merging more things into main (done) earlier than in the first couple sprints.

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)**

This week we have not had the need to update the social contract, it is already very good after perfecting it for weeks. We still feel like working with the social contract has been going very well as usual.

- **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)**

As usual now, we each estimated how much time and effort we had to spend on the project in the beginning of the week and then divided our tasks accordingly. This week, the user stories were mostly a bit smaller so when a person/group completed one they would pick a new one from the sprint backlog, or even the main backlog if everything from the sprint backlog was taken already.

Our effort estimation feels like it was a bit better overall this week. We did estimate the group members' own points quite accurately (the time each person had to devote this week to this course). We also started incorporating half points in an effort to estimate the user stories more accurately. We would still need more time, probably another 4-8 weeks, to really perfect our estimations.

Design decisions and product structure

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

This week we started with a website that already fulfilled our minimum viable product. So it was more about perfecting it and adding final touches. So we have not

really had to make any large decisions regarding design this week. We've chosen a new logotype and expanded on our hover functions, as well as made sure that the user can see the input now which adds a great deal of value (to see the start/end addresses when looking at the table of emissions/time/distance).

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

We created a README file this week on git. Containing a lot of useful information about our program and its technical documentation.

- **how you use and update your documentation throughout the sprints**

Same as last week. We continuously update the necessary documentation at the weekly meetings. We kept notes of the supervision meeting and his advice.

And as usual we keep the social contract, definitions of done etc. in mind and anyone can look at the social contract when needed or unsure of something.

- **how you ensure code quality and enforce coding standards**

We still have a problem with trello cards getting stuck in "waiting for approval" instead of being able to merge with main and get to "Done". But we still think it is important that everyone has a chance to look at the code before we merge it, partly since it helps with the code quality control. Although this week we have improved the speed by merging during meetings more, this has a risk of interfering with the code quality.

We have been good at keeping our standards for coding and code quality. For example, we still only use "camel case" for method and variable names. We have also made it a developer story to go through all of our code at the end of this week to ensure that it keeps the code quality requirements we have decided among ourselves.

Application of Scrum

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

The team organization and working methodology has been kept mainly the same since last week. We have our product owner and scrum master but continue to work as a team and make collective decisions.

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

Our work has continued mostly the same as last week but this week with more focus on improving the approval process through Github with our pull requests. Making sure more members have reviewed the given pull request earlier and those that are not fully approved are approved during meetings or setting the requirements for them to be approved. Continued work of using Trello with more comments. Keep improving our effort estimations.

- **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?)**

We have tried to work with improving our effort estimation, which we have, the values we put on the cards are now closer to how much work they actually take. Our Trello cards now overall contain more information about our work progress, instead of putting all the information on discord since it's much easier to follow. There has overall been more activity in our Trello board this week.

- **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)**

Unchanged.

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

We are in the stage of finishing up the project. Our supervisor has given us tips about some things that can make our repository look better before final delivery. We have taken that feedback into consideration and some files in our repository are now more pleasant to read etc.