

# 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**

The same as stated week 3. Added that the application is coded for Chrome compatibility.

- **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)**

Last week we wanted to have everyone get an initial feel for the coding environment and get things rolling. This week (Sprint 2) we've started coding user stories in groups. We want to be able to work individually on tasks so everybody gets a chance to code and increase efficiency. This can be achieved by breaking down user stories further into smaller tasks.

- **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**

We have a standard pattern for assigning tags such as "user story" and "task" to cards in the scrum board. Effort estimation is also tagged with numbers ranging from 1-5. Where 5 is a whole work week and 1 is a day (approx. 4 hours).

In the future we would like to be able to tell (at a glance) which tasks belong to which user story to better see when a user story is done. We could implement a checklist on the user story card with all the included tasks.

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

Code and functionality were demonstrated in a group meeting and approved by everyone. In the future we'd like a chance to review the code a bit more in detail before it's merged with master. This can be achieved with a pull request where everybody gets a chance to request changes or simply approve the code.

- **the three KPIs (key performance indicators) you use for monitoring your progress and how you use them to improve your process**
1. The number of effort points selected each week.
  2. The number of effort points in each list (each column in the scrum board) during the week
  3. The number of effort points completed during the sprint vs how many were selected (committed to), the velocity (sprint burndown)

## 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)**

We have updated the social contract today, for example with “Update the trello cards with comments when you finish tasks as a form of daily standup.”. We continue to update the social contract as needed while working on the project. We do use the social contract while working together, mostly how we are working together and it has been working well so far following the guidelines and updating as needed. We hope that it keeps working well like it has so far and we intend to keep following our social contract and update if needed.

- **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)**

This week we spent less time on meetings and more time on coding than the previous weeks. We spent more time planning the first weeks and could therefore use most of the time this week to work on the project. We each estimated how many hours we could spend on the project this week and divided our tasks accordingly. Some tasks were estimated to use more effort than we needed and had to be reduced while coding.

Next week we hope to be better at effort estimation so that each team member can take on tasks that match their effort points. But overall we are happy with how we estimated our own points during this sprint.

# Design decisions and product structure

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

This week we decided that we should display all transportation alternatives (walking, bike, car, electrical car etc) after the user has input start and end destination, instead of the user choosing and then only showcase one or two transportation modes. This is not shown in the app yet so next week we hope to implement this to give the value of this to the customer.

We also choose to use *open route service* over google maps or open street service, because it seemed simpler to implement in the way we required so we can spend more time creating value for the customer.

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

We plan on using a sprint burndown chart and we have assigned the scrum master to collect the data for this each meeting. The plan is to evaluate how this is going so we can hopefully do this throughout the sprint.

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

We continuously update the necessary documentation at the weekly meetings. We have a secretary who keeps note of each meeting, and also we make sure to update the documents as needed. 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**

The group has decided to use Github for code version control. The code quality is ensured that changes in the main files need to be checked by all team members before merging is done.

This week we decided some new standards for coding and code quality. For example, we decided to use “camel case” for method and variable names. We also decided not to have too long methods and to continuously comment on the code. We

also discussed the importance of good variable names and said that anyone could ask the group for help with naming variables.

In the future we hope to keep these rules in mind when coding and also that everyone asks for all group members permission before pushing something to main.

## Application of Scrum

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

We have selected two testers for whenever a certain task requires automated tests for which they will take responsibility for completing. For the time being the product owner has only had a small contribution with certain questions regarding a few user stories. The role of Scrum Master has been unclear. In the coming week we would like to have a more involved PO and Scrum Master which will be easier seeing that our new experiences have given us more clear objectives for what tasks need to be done and how PO and Scrum Master might contribute.

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

We are currently doing iterative development, having regular meetings (3 times a week) and using professional tools (Trello for managing epics and user stories). We want our Trello system to be more dynamic in the future. The plan to get a more dynamic board is to formulate epics and user stories better. This by more actively creating tasks and being more aware of moving tasks and user stories on the trello board as they progress.

### - 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?)

This week we had a PO, Max Norén, we have not yet carried out a sprint review for the current week. The plan is to do the review on Monday and make a more clear plan for how to do sprint reviews in the project going forward.(Before supervision at 10)

- **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)**

We have started to use the tools (Trello, GitHub, PHP, Open Route Service, PHPUnit, Discord) we need for the project and continuously reviewed our usage of them. We aim to improve our usage with those tools and new APIs and hope to be good at communicating those learning through meetings and an active discord.

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

We have asked questions during TA sessions and set new objectives and adjusted our work accordingly. Next week we aim to expand and reflect upon our learning.