

Team Reflection Course Week 4 (v17)

A = Where are we now?

B = Where do we want to be?

A → B = What do we need to do to get from A to B?

Customer Value and Scope

	A	B	A → B
Scope & Stakeholder	-We have some of the basic functions implemented like logging in and creating an activity which other users can view. The interaction between users is very limited at this point. A user can not join another user's activity yet.	Develop an mobile Android application where people can plan and create leisure time activities and also join in on other people's activities.	Complete the tasks in our scrum-board and perform testing of previous tasks.
Priority of features	-We can create an activity with all the relevant fields and store the data in the database. -The user can create an account and store the data in the database -Google maps displays the location of all activities. -An activity can be fetched and displayed in a list which a user can interact with.	<ul style="list-style-type: none"> - Be able to see, join and record activities in a database. - Be able to create activities that are stored in the database. - Be able to create an account for the application. - Be able to plan and coordinate an activity amongst users inside the application. - Implement a map so users can easily see activities near them. 	Continue to work on the project while prioritising these features over other less important features.
Success criteria	Applying weighting tasks by their	Learn to better estimate task complexity and weigh them.	By doing tasks frequently and taking notes of how long they

	complexity.		took so that we analyze if the estimation was correct.
User stories	Most of the user stories have been written. If we get some new ideas from in-house or from our stakeholder, we add this as a new user story.	We want each user story to bring value to the application and that we prioritize them accordingly. They should also not be too difficult to implement to the application, given the limited time of the project.	Each user story gets prioritized after how much value they bring to the application. Each user story then gets acceptance criteria. We then try to break down each user story into tasks that we then assign points according to the time it takes to implement them into the application.
Acceptance tests	So far, only a couple of meetings with our stakeholder have taken place.	To have recurring meetings with our stakeholder. This is made because we want to make sure that the work we do provides value for our future customers.	Keep booking meetings with our stakeholder throughout the duration of the project. It is important to keep in touch with the stakeholder until the project is done.
KPI	<ol style="list-style-type: none"> 1. Sum of points from every task you completed. 2. Questions after every sprint. 3. Project burndown. <p>We are currently looking at the KPI's from each sprint and trying to improve them to the next sprint.</p>	We want to see that everyone has a reasonable and fairly equal workload, where good teamwork is stressed upon. We also want to have an equal workload throughout the whole lifecycle of the project.	Each week, we look at the KPI's and use them in the planning stage for the next sprint.

Social Contract and Effort

	A	B	A → B
<i>The rules that define how you work together as a team, how it influenced your work, and how it evolved during the project</i>	<p>We have the same rules that we have defined in our social contract (last updated week 3) that we try our best to follow by discussing the social aspects every week</p> <p>We try to live up to the roles that we have been assigned, but we've had difficulties with separating the different roles since the group cooperates very well.</p>	<p>We want to follow and improve our social contract as much as we can and also see personal improvements from everyone within their roles. By having certain rules and roles during the project, we believe that the group will be able to work more efficiently.</p>	<p>By following the rules we want to reach that the app should at least work in a basic functionality. We will try if needed after that to improve the most important features where the app would be in a better functionality.</p> <p>By handling conflicts in the early stages and adapting our rules and roles to minimize any future conflict our social contract will be molded into one that truly works for us and reflects our group dynamic.</p> <p>By continuously reminding each other about the rules in order to retain the responsibilities that we have. By following the rules and our roles, we will hopefully see improvements of our work with the project.</p>
<i>The time you have spent on the course and how it relates to what you delivered</i>	<p>We have group meetings and individual programming sessions.</p>	<p>Spend less time reading and more time coding. And also spend more time coding in smaller groups.</p>	<p>We try to evaluate the work-load from the KPIs. The questionnaire (one of the KPIs) includes how much you feel like you have delivered each week and if you feel "over/under-loaded" with work.</p>

Design decisions and product structure

	A	B	A → B
<i>How your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value</i>	We have a firebase to store messages, user information and activities	Securely store information given in the application	Integrating firebase-functions in the application instead of "hard-coding".
<i>Which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)</i>	<ul style="list-style-type: none"> - We use Google Drive for e.g. KPI, team reflections, and other text documents that everyone in the group needs access to. - Diagrams.net for UML. - Miro for our mockup. - Github. - Spreadsheets. - Trello for scrum-board. 	We want to begin using testing documentation, case documentation.	By reading online how to conduct these and become experts on the field so that we are confident before using them.
<i>How you use and update your documentation throughout the sprints</i>	Our scrum is messy, wrong cards at the wrong place	We want our scrum to be structured	To have a scrum-cleanup and for everyone to be structured when moving cards in the future.
<i>How you ensure code quality and enforce coding standards</i>	By having established rules that everyone's follow (such as MVVM, delegation of functions and other). Currently only some of the classes and methods have the appropriate documentation.	To follow conventional code practices and document the code using comments and JavaDoc.	We can get here by everyone following the conventional rules and if someone does not follow the rules to mention that to them so that they are illuminated for next time. Furthermore we will have to focus more on the documentation of the code.

Application of Scrum

	A	B	A → B
Roles	We have the same roles as last week.	We want the work for each role have the same distribution of work	During sprint reviews review the KPI and to bring up if any role caused any reason for the grade in the KPI.
Agile practices	We have daily meetings and good delegation of work.	Have more effective meetings	To become more confident in one's roles by doing more work and maybe collaborating more with team members.
Sprint reviews	Currently the sprint reviews focus heavily on reviewing how we have done our tasks during the sprint and if we had any troubles during the sprint. Followed by some light reflection over the effectiveness of the sprint using out KPI:s..	We would like our sprint reviews to contain more reflection of how each team member feels about the workload and the team cooperation.	We achieve a better sprint review by discussing more thoroughly the KPI we have set up and the grades during our sprint review meetings.
Best practices for learning and using new tools and technologies	Scrum boards, KPI diagrams, UML-diagrams.	Testing is a feature we want to try more and be better at so that we can see if our code works properly.	There is a lot of information online about testing and that literature can come in handy, but the best way is to test for yourself and learn so that the testing can be modified for our code.
Relation to course material	We have in a better way divided tasks to each role so there is no overlap	We want each role to have the same workload.	Review KPI each week during sprint reviews.