Reflection week 38 HALO

Smith states that reflection is "assessment of what is in relation to what might or should be and includes feedback designed to reduce the gap" (R. Smith, *Formative Evaluation and the Scholarship of Teaching and Learning*, New Directions for Teaching and Learning, vol. 88, 2001, pp. 51-62) which can be boiled down to describing …

... the current situation or "what is" (A),

Progress

Many hickups along the way, points were we got stuck.

Scrum effectiveness

- Low frequency daily update messages - Malte will hetsa
- Short notice meetings - Still. Will be better //Malte
- low

... what you want the situation to be or "what might or should be" (B), and

- We should communicate better and inform each other when we get stuck so that team members with expertise or time off will be able to help.

... a plan for getting from where you are to where you want to be or "feedback designed to reduce the gap" (A -> B).

- Better communication (frequency mostly) in discord. Malte will hetsa.

Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value
  - Value is created for the customer, us. For the search feature we have improved it with tags, making non exact search queries return the

correct results. Itembox was implemented to work towards the core functionality of the website. For value - see project scope.
- 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)
  - We were able to improve on the MVP and we are continuing to learn new technologies and in this sense we have been successful both in terms of progressing the project and in personal development.
- 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 didn't use a standard pattern for the user stories. Effort estimation gave us an idea of how big each user story is and how much time we should put in, which was of great value.
- your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders
  - Tests were performed for all major logic changes. One bug was found relating to adding items to the list. This bug is important to fix for the users to have a consistent and non-intuitive experience. For stakeholders this is of course important to keep users on the site.
- the three KPIs you use for monitoring your progress and how you use them to improve your process
  - Our three main KPIs: Burndown, Velocity and Codechurn are all productivity focused. This is a conscious decision to make sure a MVP according to the project scope is delivered as fast as possible, after that we will publish the site and refocus our KPI:s for user/third party feedback.

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 time put in was expected to be at least 16 hours per week; so far that has happened 5 times in the entire project. We are also bad at asking for help during the week which has led to us not delivering an MVP this week.
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  There is a [survey (Links to an external site.)]() you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.

- 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)
  - We see a clear correlation between hours put in and result. This week some members were very busy and couldn't work as much as others which resulted in lacking progress.