Team reflection week 4

Ellen Widerstrand, Henrik Lagergren, Isabelle Ermeryd Tankred,
Louise Larsson, Nils-Martin Robeling, Oscar Orava Kilberg, Sara
Hillström

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1   Customer value and scope

This sprint we have taken a closer look at the structure of our user stories. We have made sure that they follow a standard pattern to the extent that is possible for each story. We also went through the stories to make sure that we have clear acceptance criterias to make it easier to perform peer reviews and to make it easier for the product owner to approve/disapprove.

We got a better understanding of how our structure of the user stories worked this sprint, since it was the first sprint where we coded. We noticed that our user stories was dependent upon each other, which made it hard to work on them independently, but mainly to test them and classify them as done, according to our definition of done. We will make sure that our user stories are independent and follows our clear structure from now on.

Last week we chose three KPIs which will help us monitoring our process. The first KPI we chose is the actual velocity, compared to the expected. We estimated that our velocity this sprint would be 30 and the user stories for this week covered 25 in effort. We estimated that there would be a bit of hassle with getting everything to work on everyone's computers and therefore left 5 in effort for that as well as the team reflection. When it comes to escaped defect and defect density we haven't yet detected any defects. It's still quite early on in the project and our main struggle has been to understand and work with the language, which is new to everyone. This weeks team member satisfaction had a good rate, everyone were pleased with the 'Work contentment' and 'Team support' and the 'well-being' had a rather high rate as well.

2   Social contract and effort

The social contract has continued to work well for us, although when we made our first big merge we realised that we needed to make a few changes in the conditions for merging. To avoid merging conflicts and to make more sense in the way the conditions are listed. We had a full day meeting on Monday and since it is Easter this week we decided to meet on Wednesday instead

of Thursday. Other than these meetings we have spent time going through React tutorials individually and working with this sprints' user stories in our development teams. The estimated time spent per person this week is about 20 h, which seems reasonable to us.

Ev. lägg till om vi ändrar regler för merge i social contract och om vi lägger till något om scrum master i social contract

3 Design decisions and project structure

We have decided to use branches in Github to ensure the code quality. There will be two main branches, master and develop. The source code in the develop branch will, when it is ready at the end of each sprint, be merged into the master branch. Therefore the master branch will always contain stable versions of the web-application, which can be showed to the product owner. To be able to develop new features from the develop branch we will use supporting branches from the develop branch. This git structure will hopefully minimise merge conflicts and improve our workflow.

We will also try to avoid clusters in our merging. To manage this we will always try to work on user stories that do not overlap other user stories. We can, with this mindset, have a continuously merging and not feel forced to wait for other teams to finish their user stories.

4 Application of scrum

This week we have made a range of additions to our application of Scrum. With a newly created Slack-channel called "Daily scrum", the goal is to give a quick summary of our work (if any has been done) and share it with the other development teams, so that we can catch up on each others progress even though we are not able to attend a physical meeting that day. We have decided that the daily scrums should take place everyday at 17:00, so that we assure that everyone is online at the same time and therefor we can have an interactive meeting. The daily scrum won't take place on weekends or holidays.

Additionally a sprint retrospective is to be held at the end of every sprint. During the sprint retrospective we will discuss and answer the following questions: "What went well in the sprint?", "What could be developed?", "What will we commit to improve in the next sprint?". We have decided to implement this since it is an essential part of Scrum and a way for us to assure that we work in an agile way throughout the project.

For each sprint we will elect a Scrum Master. The one who will be chosen will be the same person that will be meeting responsible for the week. Since we all want to try the role as a Scrum Master we have decided that this is the most fair solution. By the end of every sprint a new Scrum Master is to be chosen for the next one.