

Team reflection week 5

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1 Customer value and scope

After having talked to two small producers and a few potential customers, we've gathered some information that helps us in deciding what features to prioritise and how to sharpen our scope. Many smaller producers join Facebook groups or similar to advertise what wares are available for sale to local consumers. This method however require costumers to make orders over email or phone, a slow and unusual process when compared to how other platforms handle trade online.

With a dedicated website to browse and purchase locally produced items, the cumbersome barrier mentioned before is eliminated. We can also make sure that ordered items in the same region are picked up by one transport unit instead of several which reduces carbon emissions and transport costs.

Our Definition of Done requires a few steps for a task to get classified as done and in order to reduce User Story clustering we've added a column to our Trello Sprint Board called "Code Review and PO feedback". During this phase of development, the team presents their code and finished story to the designated Product Owner. If the owner is satisfied and the code is accepted, the story can be moved to "Done".

When it comes to KPIs, firstly we have begun work on logging defects meaning we will each sprint have a set of found defects which we can then compare with the amount of remaining defects at the end of the sprint. Secondly our 'team member satisfaction' KPI is now measured with an anonymous Google Form that everyone completes at the end of the sprint. Thirdly our velocity remained the same, but due to re-exams and holidays we missed our goal.

Since last sprint, where we discussed identifying customer value and what they actually need in a website of this kind, we have identified these values by con-

tacting small farm-like businesses and potential customers. We asked both of them a set of questions aimed to see what exactly our website could provide for them and got some great feedback which is to be implemented in our project.

2 Social contract and effort

This week we have added a design template to enable a more unified look for the web platform as a whole. Since this template is to be used for all user stories we decided to add this to our Social Contract. Other than that we have not made any changes to our social contract since we feel that it is working as it is.

The time spent in relation to what we delivered during this sprint has varied between the development teams, even though the estimated effort and velocity was similar between the teams. We believe that this is because we misjudged the effort on some parts of the user stories. This is something we will take into consideration moving forward, by in greater detail discussing the tasks required to finish a user story before adding them to a sprint.

3 Design decisions and project structure

To speed up the development we have integrated several packages during this sprint. The largest import is "Bootstrap", which has several useful pre-made components that can be used within our project. Bootstrap also has a powerful grid system that we will use to show components in rows and columns.

Another package we imported is "toasted-notes", which is a simple but flexible implementation of toast style notifications. The package is perfect to use for the pop-up notification whenever a user adds a product in to their cart.

The last package we decided to use is "react-virtualized", which contains components for efficiently rendering large lists and tabular data. This package will help us to visualise search results.

4 Application of scrum

During this sprint we have continued to work in the three development teams that we decided the last sprint, and with one scrum master and one external product owner as decided. Other than that we have continued to have a new scrum master and chairman for each sprint. We all agree that by working like

this, with clear roles that rotate between us, we improve our agile way of working which is in line with the Scrum working progress.

Overall we improve our agile way of working by using different agile practices. The daily scrums make us continuously reflect, go back and look at each other's code and try to improve it.

As said in previous reflections we use Trello as an online Scrum board. We do now, more than in the early weeks of the project, appreciate this as it gives a structured overview of the different user stories and how the sprint is going for each development team. It also makes our sprint planning a lot easier since we can sort the different user stories depending on how crucial they are for the web platform that we are developing. When a task within a user story has a lower or higher effort than first expected it is easy to edit this.

We work in Visual Studio Code or IntelliJ which makes it easy for us to see potential merge conflicts and to get guidance when we get different errors.

We have all noticed that our expertise within both Trello, VS Code and IntelliJ has increased within these few weeks, which in turn has made it possible for us to focus more on the actual coding part than how to structure our working progress.

By the end of each sprint we meet to show the different product owners the result of each user story. The product owners then evaluate the code based on customer value, and the whole group discuss whether the result is clearly within our project scope and if the code is easy to understand so that it won't create any hindrances going forward.