

# Team reflection week 6

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## 1 Customer value and scope

We have been working on specifying our user stories so that the connection to the value they create is even clearer and slicing them even thinner to avoid merging problems later on. Through defining our user stories in a better and more standardised way we believe effort estimation will be made simpler.

Since this has been one of our biggest issues in the last sprints we think it could have a big impact on our ability to create value. This issue is likely a consequence of choosing a programming language that is new to all of us and has a different structure from what we are used with in Java. If our hypothesis is right our accuracy in estimating effort will increase as our understanding of React gets better. Already now, we could spend more time on doing research before estimating effort for our user stories, but even if we spent several hours doing research we could not estimate it perfectly so we believe more value is created through taking on the user story.

We are prioritising basic stories that make sure the flow from both a consumer and producer perspective work. In other words a consumer should be able to buy a product and a producer should be able to post a product and get a notice of when it has been sold.

Regarding the success criteria, we still see learning to apply scrum and developing a website as our primary focus.

Regarding the KPIs used we have started to measure and analyze "Team Member Satisfaction". The results from last weeks "Team Member Satisfaction" survey showed:

(Higher is better)

Workload: 6.57 out of 10  
Contribution: 7.29 out of 10  
Support: 8.28 out of 10

This weeks results:

Workload: 6.9 out of 10  
Contribution: 7.6 out of 10  
Support: 8.6 out of 10

As can be seen above the result for this sprint is better than for the sprint before. Overall we believe that this is due to the fact that we are getting closer to getting a full functioning web application, which makes every line of code produced feel more important to our scope and to the customer value. Workload wise, as we become better at estimating effort required for user stories we expect workload numbers to increase since it will reduce potential miscalculations in time required to complete a task. Contribution is probably lower than 8 due to the fact that we've decided to use a library which we aren't too familiar with and level of understanding can certainly vary between members. One way of dodging this partly is by dividing tasks among team members according to competence. Feeling of support from the team remains high and continues to rise, might be because we become better to communicate and more connected as sprints go on. It could also be so that our daily scrum meetings where we discuss upcoming obstacles helps other members understand what problems you need help solving. The plan is to continue this way!

We started logging our defects last week and we can see that 2/3 out of the defects that were discovered last week have been resolved this week. We see this as good statistics, but we want to improve it so that almost all defects gets resolved during the coming week.

Our estimated velocity this week was calculated to 37 (5 of these consist in creating sprint retrospective and team reflection). Due to adding some user stories and not finishing others our actual velocity turned out to be 32. Even though we didn't reach our goal we are overall happy with our work during this sprint.

## 2 Social contract and effort

The social contract has continued to work good for us. As we get to know each other we learn to cooperate better and we know feel that our meetings are very structured and overall everyone knows what to do and when. The only change we made to the social contract this week is that the weekly merges of our code go to the develop branch and not the master branch.

This sprint we have on average spent 24 hours, adding general meetings, development team meetings and individual work. This sprint the time spent on the user stories has differed quite a bit between the development teams. One of our teams had a lot of issues with their user story, resulting in them spending a lot more time than the expected 20 hours in total. Another team had the opposite problem; the user stories they were given seemed to have a much lower effort than expected, which resulted in them taking on new stories until they had done their 20 hours. Since one of the groups managed to deliver more user stories than expected we overall believe that the time spent matches the value delivered during this sprint.

### **3 Design decisions and project structure**

We have continued to work in our three development teams this week, like previous weeks. We also had a new Scrum master this week, as well as different product owners. We think that this structure works well for us and will continue with it for the rest of the project.

We have improved our use of Trello this week. We have both got better at updating it as a group and also better at moving tasks between the different columns as individuals, which makes it easier for the other members to see what other groups are working on and how far they have come on their tasks. We have also got better at dividing our user stories more vertically, which have made it easier to merge our code.

This sprint, we have tried to remember to comment our code more, but this is something that we still need to improve. It has been a bit hard to understand other groups' code, when it is not commented. This have resulted in it taking a lot more time than necessary to incorporate different parts of "other's" code when coding. If we improve our commenting, it will make the development substantially easier.

### **4 Application of scrum**

The demoing of stories for a PO has shown to be very valuable as it easy to miss important aspects of design and adaption to end user/owner when implementing functionality. However, since members sometimes are missing due to sickness etc. , we realised it is necessary to change PO when the current one isn't available. Otherwise clustering will occur in the "PO feedback" column of the Scrum Board.

This week we received some feedback on what functionality we should prioritise

and that we should focus on completing these last couple weeks. The impact of working in an agile way became very clear as re-prioritising user stories and weekly end goal was easy, had we been working in a "waterfall" fashion, we might have ended up with a bunch of unused code or even had to start over with certain aspects of the application.

Looking back at previous sprint, we've made further progress thanks to improvements in agile practises as mentioned above and the ability to decide on scope and what is most valuable has improved. We can become even more efficient in these areas by continuously questioning whether sprint standards can be changed for the better.

We've learnt from frequent usage that we shouldn't be afraid to update/add things to our scrum board, in terms of columns or information regarding purpose of certain columns. IDE wise we tend to use the same IDEs which mean we can help each other in solving issues related to the development environment. While there are no clear areas that can be improved, checking out other Scrum teams for inspiration or potentially learning something valuable could help us evolve when it comes to usage of scrum-tools.