

Team reflection week 3

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

11th April 2019

1 Customer value and scope

In order to prioritise features and delivering value to costumers, we have prepared questions for interviews with involved actors such as local producers/farmers and consumers. Hopefully their answers will provide guidance in how we should shape our development to deliver a more valuable product. When it comes to success criteria, a working website is of course a goal, but it is more important that we learn to apply Scrum in an effective manner, as well as, as a team, develop a website from scratch. We hope to contribute equally to ensure everyone is satisfied with their work.

User stories are broken down into smaller tasks and divided amongst the group member each sprint. The stories themselves follow the "As X I want Y since Z" pattern and before every sprint we aim to estimate the effort required for each story. Except for using acceptance criteria, we also pick product owners for our user stories, to who we show our work. Hopefully having dedicated product owners yield good outcomes and more value if we have someone looking at it from a stakeholders perspective.

This week we have decided what three KPIs to use for the sprints. These are the actual velocity compared to the expected, escaped defect and defect density as well as team member satisfaction. By team member satisfaction we mean an anonymous estimated number rating per sprint based on a few factors, such as 'Well being', 'Work contentment' and 'Team support'.

2 Social contract and effort

So far the social contract has worked fine and has been updated continuously. The section "Pushing code to master branch", was added this week.

This week we have decided that during the next sprint (12/4-19/4) our velocity will be 30. The user stories that we expect to finish this week have an estimated effort of 25. It should be taken into account that we believe that our velocity could be much greater than 30 for a sprint. Since it is the first

sprint containing actual coding we find it possible that we will meet unexpected obstacles.

3 Design decisions and project structure

The code structure and standard was written into the social contract this week and have yet to be enforced. We have also implemented peer reviewing code rules in the git repository which means that at least two other members of the team have to co-check your code for it to be merged into the master branch. The programming language chosen for the project is ReactJS, which is an extensive library of javascript that requires NodeJS.

We have not yet made any kind of class models, UML-diagrams or any kind of domain design except our user stories and epics.

The code is to be documented with well written, but short and concise comments in combination with updates on the scrum board and any related documents.

4 Application of scrum

This sprint we have decided to organize three different teams that will work with different user stories. Within these teams we have one scrum master and one external product owner. The reason why we decided to have multiple scrum masters and product owners for different development teams and tasks was that we want each team member to try different roles and split responsibility for the project between the different team members.

Moreover, we have settled that each sprint will last for one week, stretching from Thursday til Thursday. This is a consequence of our recurrent meetings on Mondays and Thursdays, as it is convenient to have team reflection on our Thursday meetings when we meet in person.

To structure the product and sprint backlog we use Trello as a scrumboard where we have defined our different user stories, requirements, effort and definition of done. This way of working was inspired by the way presented to us during lectures and workshops.