Customer Value and Scope

The chosen scope of the application under development including the priority of features and for whom you are creating value

We chose to implement basic game logic and basic UI, before implementing gameplay loops and rewards.

We have only created value for ourselves, the developers, for continued development.

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 want to create a game that puts focus on sustainability and the challenges of air pollution and a decaying environment. We want the player to be faced with choices of short-term gain or long-term sustainability. Our goal is to make a simple but hopefully challenging game with clear consequences.

We wish to gain experience working with the Unity toolkit and game development in general, as well as getting a better understanding of the scrum workflow and how it can be applied, as well as working as a team and find the best way to apply our ideas.

We want to communicate well as a team!

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 have now started using standard patterns ('as a user I want to be able to do X because Y) for our user stories and assigned each an 'effort' point for estimated effort.

The team considers the introduction of standards patterns to have made the taking up tasks clearer. And though we haven't noticed any significant difference, it certainly has not hurt.

We plan for our next sprint to start assigning acceptance criteria to each of our stories to make it clear how to ensure a story is completed. Otherwise we will have the same workflow. We plan to update the story points if a noticeable difference in effort is felt.

Your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders

The three KPIs you use for monitoring your progress and how you use them to improve your process

Stress level KPI sheet:

If there are any outliers or there is high stress level within the group it is brought up as an issue at the next meeting.
https://docs.google.com/spreadsheets/d/1tXrL9Xd21T3qF35FfCNarQxXtMcsfeQB5bVynxjnl0o/edit#gid=0

Burnup chart:

Is used to keep track of how many issues are resolved over time.

Velocity graph:

Used to keep track of the rate of development.

Social Contract and Effort

Your [social contract (Links to an external site.)](#), 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)

It hasn't been particularly clear how it has influenced our work except for the weekly meetings. We made it clear that questions and potential conflicts should be met with a calm and respectful demeanor and so far there hasn't been any issues.

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)

Design decisions and product structure

How your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value

We chose Unity as a game engine which has many helpful prebuilt libraries so we don't have to reinvent the wheel. This allows us to make a decent game in a short amount of time.

Which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)

For now we only use Jira which helps us with planning and executing our sprint and we use google docs to write our notice and brainstorming.

How you use and update your documentation throughout the sprints

Our documentation is used as reference in our planning and in our work. We update this documentation after discussion.

How you ensure code quality and enforce coding standards

We haven't yet considered enforcing coding standards, but it is present in our social contract. The code quality will be reviewed before it is pushed to master by the person who checks that the user story is completed.

Application of Scrum

The roles you have used within the team and their impact on your work.

Aside from Ben being chosen as SCRUM master, we haven't chosen any roles in our team yet, and we didn't see the need to do it.

The agile practices you have used and their impact on your work

We have used sprints, SCRUM, epics, user stories and tasks to divide and complete work.

This division of work has allowed us to work in parallel and communicate when necessary to complete the sprint.

The sprint review and how it relates to your scope and customer value (Did you have a PO , if yes, who?, if no, how did you carry out the review? Did the review result in a re-prioritisation of user stories? How did the reviews relate to your DoD? Did the feedback change your way of working?)

Best practices for learning and using new tools and technologies (IDEs, version control, scrum boards etc.; do not only describe which tools you used but focus on how you developed the expertise to use them)

Best practices for tools such as JIRA feel somewhat irrelevant as the tools will only be used internally, and so long as all team members are onboard with the way we use the tools the specific implementation of that workflow is unimportant.

Relation to literature and guest lectures (how do your reflections relate to what others have to say?)