Sony Walkman WM-FX 199

Customer Value and Scope

We had a lot of features in the beginning of the sprint, but after discussing with the PO the scope has changed to focus more on a specific part of the wanted features until the PO is satisfied, and will then move on to new features.

We will work on each set of user stories during two sprints with feedback from the PO in between the sprints to avoid gold plating. The strategy regarding user stories is to finish a feature in total before moving on to the next in contrast to delivering all the user stories in a mediocre quality.

One of our success criteria is to achieve more efficient meetings through a defined meeting structure. This will make the whole process streamlined and will feel uplifting to get a lot done in as little time as possible. Another success criteria is to make a product that satisfies our PO. However, we would also like to learn more about areas in which we are not proficient yet.

Our PO provided us with several user stories in the beginning of the project, along with acceptance criteria and DoDs. While the user stories were good, the DoDs and the acceptance criterias were quite vague, so we made a trello board where we added more specific acceptance criterias. In the trello board we also break down the user stories into manageable tasks. Those tasks can later be selected to specify that the selected task is currently being worked on. The process of looking at a user story, and then breaking it down into small tasks and to then select which tasks you want to work on is pretty efficient and you can easily track progress on the task.

Social Contract and Effort

We realized this week that the social contract needs to be revised continuously as the project continues. We decided to do the team reflection for the past week every friday, and at the same time, with the experiences and insights from the past week, go through the social contract and decide whether it needs to be revised or not. Our social contract was created the first week of the course. During this time, we did not know much about the project, so our social contract became pretty general in the terms and conditions. In the future we would like to have more specific things added to the social contract so our workflow can be as efficient and sustainable as possible. To get there we will have continuous discussions during the team reflections so we can evolve as a team. We have not yet used the survey as a tool, but

we all think it would be great to use it to evaluate our progress as a team, as well as how we all feel about the project.

We have not tracked our time spent on the course in exact numbers as of now, but we have approximately spent 8 hours per person per week. A lot of this time has gone into figuring out our optimal process as a team and how we should work. We have also spent time on delivering the product to our PO. In the future, we want to add "time spent" to our tasks in trello. This is partly because you can track how much time is spent, and partly because it can be used to make effort estimations for future tasks.

Design decisions and product structure

We talked about the importance of avoiding gold plating and keeping a close contact with the PO.

We are using Figma to create the prototype and to be able to show the PO our progress.

For our full stack application we use ReactJS for the frontend and SpringBoot for the backend with Postgres serving as the database. We have chosen those frameworks because they are the preferred APIs for the POs.

Initial sketch of the entity relationship diagram was conducted on *Lucidchart*.

Application of Scrum

The application of Scrum feels new and a little bit confusing to the group. We tried to assign different roles which worked out quite well. The meetings have been quite time consuming and to avoid that, we are to set the structure/topics to discuss, the roles and the time limit for the specific meeting in the beginning and then try to stick to that throughout the whole meeting.