

Week 6 Group Reflection

Customer Value and Scope

Our time estimations have greatly helped us during planning and will continue to be used in the future. However, this week became somewhat complicated for the backend as the 2 primary objectives for the week (Implementation of a loading/saving system for diagrams and the creation of a grid to prevent objects from overlapping) were difficult to distribute between the team members, as they were mostly deemed to be one-man jobs.

Our three KPIs are General stress levels, how much each team members has learned during the week, as well as a comparison between our time estimations for the week and our actual time spent on the project. We feel that these have worked well, and that they are a good way of documenting how the project is going. As an example, the time estimation for our second sprint was roughly equal to the time spent, implying that our estimations were accurate.

Design decisions and product structure

We use Javadoc to document our code, a UML-diagram to document its structure, as well as Trello to handle our sprints and workflow. We feel that proper use of Javadoc is vital for keeping the code understandable and maintainable. Our general standards for Javadoc are written in a document in our Google Drive, which is used as reference for our code reviews at the end of each sprint. This helps keep the general code quality requirements clear for all members of the team.

Application of Scrum

In general we feel that we have a good distribution of “development roles”, with 3 members working in the frontend and 4 in the backend. Having 1 more in the backend seems reasonable as it tends to have a slightly larger workload. Eventually we are considering having 1 from IEK in the backend and 1 in the frontend in order to diversify, hoping to bring the IEKers’ perspective to both work groups.

We have also discussed implementing an extra role, functioning as a link between backend and frontend as we noticed this was something we needed. The role would essentially take some control over the process of implementing the various facades used by the frontend into the backend.

Version control struggles sometimes for some team members, better to commit small changes often. We feel that some terms are a bit ambiguous, “update from main” etc. Steals focus from the real objective of the project and results in frustration. One good way to develop expertise in this matter (and IDE problems) is to watch videos on the subject.