

Week 8 Group Reflection

Design decisions and product structure

We make sure that our code follows a proper SOLID design and proper design patterns to make sure that we have good code quality and prevent bugs in the program. This is important to make sure that the program doesn't break when used by the user.

We use javadoc for commenting on our code. This is especially useful now in the later parts of the projects because it helps us remember all the technical details of methods that we made earlier in the project. It is also very useful for the work of combining our backend and frontend. Also, by reading and writing javadoc, it ensures that the group as a whole has a better understanding of what each others code does.

We update our javadoc throughout the project to maintain the readability of the code and ensure that we have a complete documentation of the project code. We do also have some people that have extra responsibility of ensuring complete documentation of the code.

We discuss a lot of the code and the design patterns used in the code to make sure that they are correct and follow a proper SOLID design. We did also dedicate the last week for refactoring and polishing the code to make sure that it had a good code quality.

Application of Scrum

This week we decided to divide the group into smaller groups that focused on finishing different parts of the program (for example: Saving/Loading, arrows, etc) instead of dividing the group into frontend and backend. This was helpful because it made it easier to implement a complete user story, because they were often written as implementing a complete part of the program and we didn't have different user stories for the frontend part and backend part.

We have used our KPIs to measure the time that it takes for us to implement user stories. This has been useful for us when considering that we have too many of them and that we need to cut some of them to be able to make a polished and finished project on time. We have also used our sprint review to make sure that the parts that we cut aren't an essential part for our stakeholder. This realisation was made when we made an internal review of our previous scrums.

We use our sprint reviews for discussing with our stakeholder about the priority of each user story we have yet to implement. This is really important to us now in the later part of the projects because there are some user stories that we need to cut to have time to polishing and finish the project, but we still want to implement the parts that our stakeholder considers important. We do also go through what we have done in the previous week because the important last step in our definition of done is that our stakeholder needs to see the implemented user story and approve that it is finished with the criterias that he has.

When learning new tools we like to read about it online and see how other people use the tool and then discuss it in the group. It's also important to experiment with the tool but when doing this it's necessary to do it in a safe and controlled environment so we don't accidentally break something in the program.

Literature has been used in order to sort out things that have been unclear. For instance which types of arrows that should be associated with each relation of boxes. As always it has been a bit tricky to find information that's consistent in every possible case. There are a lot of special cases and exceptions. Even though it makes searching for information tedious, one learns a lot which is always a good thing.