Week 5 Group Reflection

Customer Value and Scope

We have now defined a Definition of Done where were the tasks of a user story need to be finished, the code need to have been reviewed by our git-masters and our stakeholder
need to be satisfied with the result of the user story.
The KPIs we use are estimated time compared to actual time spent on the project for a week, stress level for all members of the team and how much everyone feels that they have learned during the week.

Design decisions and product structure

We use several object oriented patterns and design patterns when designing the program. We use a model view viewmodel (MVVM) pattern for the general structure of the program.
The technical documentation we use is a UML-class diagram of the whole program, a sequence diagram for the connection between the frontend and backend and a figma paper sketch of the UI. Because we recently made the technical documentation we haven't really needed to update them yet. However, we plan to keep the documentation up to date in the future. We have two people that have special responsibilities of code reviewing all pull requests to main. This combined with proper javadoc documentation is our plan for enforcing good code quality.

Application of Scrum

First we have divided the group in a frontend- and backend group. We do also have a few other roles, 2 scrum masters, 2 gitmasters and a contact person for our stakeholder. Dividing up the work and setting roles makes sure that everyone knows what responsibilities they have and what parts of the program they need to pay extra attention to.

We try to use the agile method and be flexible in our work where we change and mold the product to what the stakeholders want and try to improve on our product every week. We have also divided the project into small tasks and plan a weekly sprint.

We have learned a lot about formulating user stories and using the agile-scrum method. We have also learnt how to use different tools for planning our work such as a scrum board and scrum poker. We first heard about the scrum poker on a lecture but didn't really understand why it would be useful. We first found a use for scrum poker when we ran into the problem that it was really hard to estimate time, and then we found the scrum poker as a solution to that.