Week 7 Group Reflection

Customer Value and Scope

This week we decided to cut a lot of additional features that we had planned to implement. These features were approved by our stakeholder but he made it clear that we could cut them if we felt as it was needed. Our motivation for cutting the extra features was that we felt as it was more important to get our core features polished, this is also an important success criteria for our team. Our stakeholder agreed on this.

Our breakdown and time estimation of the different user stories also indicated that we simply do not have enough time to complete all the features we had previously planned to do in the project. This was because using our KPIs (especially the time we put into the project compared to the estimated time) showed us that even if we felt as we planned that features would take a lot of time to complete we usually needed to spend more time that planned on the project.

For future scrums we plan to add some features but only the features we, and our stakeholder, feel are really important to the scope of the project. However, we want to keep the quality of the program high.

Social Contract and Effort

This week we have updated the social contract so it better defines the different roles in the group and when we have meetings. We did this because we felt the way we worked right now worked for us as a group but it wasn't really defined in the social contract. We feel as if the roles we have are important for how we work as a group. It defines what every single person needs to focus on and what responsibilities members of the group have. This prevents misunderstandings in the group, which is an important part of our group dynamic.

Our social contract was also an important deciding factor in our decision of cutting the extra features, because in our group contract it's specified that we as a group wanted to make a small polished program instead of a large unpolished one. This is something that we still feel is an important goal for our project.

We had too much work planned last week so when planning this week's sprint we decided to focus on polishing refactoring what we had from the previous weeks instead of adding new features. This means that even if it might seem as we didn't do much this week our product increased massively in quality. It also leveled out the time spent on the product both in the group and with our other courses.