

Team Tim - D2

Process

Every monday we've had a meeting where we evaluate the last sprint, the app in its current state, and plan the next sprint. Instead of assigning effort points to all user stories before starting the first sprint, we decided to assign effort points to a batch of cards; roughly as much as we could fit in one sprint. By doing this we make sure to never plan too far ahead, which has been convenient since we still don't know every detail of the end product nor the scope of some individual tasks. This has worked really well for us and we will continue to do it this way.

In our first meeting we set our team velocity to 100 and picked the top prioritized user stories with a total effort of 100. For the first sprint this turned out to be too much, and more than half of the cards were still uncompleted in the end of the sprint. A possible conclusion could be that our initial velocity was simply off. We did lower it slightly (to 75) but we also concluded that one big reason for the lower-than-expected-team-velocity was a lack of knowledge and parallelism in the early stage of the project. This turned out to be a good decision, since in the next sprint we managed to complete all assigned user stories and also cleared out all the uncompleted ones from the last sprint.

During the first week one of our main focuses were dividing our backlog into vertical slices. To be able to do this we divided the user stories into many small, horizontal tasks that we could distribute among the team members. At the end of the sprint we merged these into a minimal viable application. After the first sprint we ended up with many features but without a middle layer that connected the different pieces. This forced the team to assign a lot of time to create a stable core for the application. It might be sub-optimal but the reason we did it this way was because it's very difficult for a team of seven people to begin building something from scratch without some basic foundations. However, since we after the first sprint did have a solid foundation, it was much easier to implement new features in a more vertical way. It could however have been done better with better and more rigorous planning of the sprint as a whole. For the second sprint we managed to divide it up better into different vertical user stories.

To make the team more efficient for the second (and future) sprint(s) we also mixed up the teams (i.e. the small groups working on separate user stories) to distribute knowledge better. For example, we made sure to combine people with Android GUI experience from the first sprint with people that knew less about it to tackle GUI related user stories. This probably helped us become more efficient during the second sprint.

Product

Our initial idea of using a speech synthesizer has been sloped since there is no available free API for a swedish voice. We have therefore implemented a media player that plays audio files that we have saved locally. The files will take up extra space but as long as the word count stays somewhat low it will be manageable.

We came to the conclusion that we wanted to incorporate the book "Hitta Rätt", a book which is used by refugees when they study the swedish language and culture. Our plan is to use the categories in the book, and the marked important words in said chapters, so refugees easily can use our app to compliment what they've learned in school. Since the content of the book seems to be somewhat limited we are considering using a couple of our own categories which we find relevant as well.