Team Reflection Week 3

Group 16

Thomas Jinton	jintont
Jennifer Krogh	kroghj
Ludvig Lindell	ludlinde
Jesper Lundgren	jeslundg
Johan Nilsson	nilssojo
Emma Pettersson	emmp
Antonia Welzel	welzel

Agile Software Project Management [DAT257]

Information Technology
Chalmers Institute of Technology
Gothenburg, Sweden
2020-04-24
Version 1.0

Contents

1 Customer Value and Scope

1.1 Scope

We discussed our initial website with the external stakeholder to get feedback on the application and the first features we implemented, regarding customer value.

After the meeting with the stakeholder, we were able to get a better understanding of which features in the application have a higher priority and contribute to creating value for the customer.

By designing a more concrete interface for the application that the whole team agrees on next sprint, we hope to be able to work in a more agile way.

1.2 User Stories

We have written user stories for the project, and started breaking them down into tasks to complete during the sprint, which were assigned to all the team members. We also decided that most tasks should be done in smaller teams. We also started our first attempt at estimating our user stories and then the tasks. We felt that we got lucky with our estimation this week, since it was an adequate work load. It may have been a bit on the lighter side, since we chose to rather overestimate than underestimate the tasks.

We want to improve our user stories, as well as our task breakdowns. We felt that there were still too many dependencies between the tasks, that caused delays for some teams.

For our estimates this sprint, we were still thinking in terms of hours, whereas we want to think in terms of points, which then each individual or smaller team puts in hours. We will therefore try to work towards point estimation next week.

2 Social Contract and Effort

2.1 Social Contract

In the group we decided early on that the rules in the Social Contract are going to be followed and respected. This is working well for the team and it will be kept unchanged for the next sprint.

2.2 Time Spent

The time and workload this week was manageable for the whole team and there were no issues. However, we will need to start keeping track of the hours spent on tasks to get better estimates of the tasks and user stories in the next sprints.

3 Design decisions and product structure

3.1 Design Decisions and Customer Value

The current design is a website and a server. A website was decided instead of mobile apps to avoid having to support multiple platforms, especially considering the project's size and the groups experience level. This means the product can get more features, fewer bugs and can be enjoyed on different devices, e.g. IPhone, Android, Mac.

The server is based on NodeJS and Express since these allow the code to be written in JavaScript and an extensive library with methods. This allows all developers to both write front-end and back-end code simultaneously. It also ensures that a minimal value product can more quickly be realised. Further on it allows for quicker setup and development.

The front-end will use bootstrap to quickly setup a nice-looking interface with wide support.

The group uses Github for version control and two or more developers work on each task. This allows for a more creative content creation and ensures that the team understands the full code base. In this way it lets us explore more possible solutions to find the most valuable one for the customer. It also makes sure that it is easy to revert a change that the customer doesn't want.

3.2 Technical Documentation

We have made some design documents, as well as some text documents about what we want to include in our project. We have not written more technical documentation other than some comments in the code, since everything still is pretty basic. Going forward we will need to figure out a good way to document our code for when it gets more complicated.

3.3 Code Quality and Standards

There was some confusion about the code this sprint, which is unnecessary and takes up a lot of the team's time. The team has decided to be as efficient as possible and therefore we want to avoid confusions as much as possible.

We have agreed on that we will use comments for our code in the files where they are needed so that all the members in the group understand what a certain file or function is doing. In addition, the teachers of the course or future members can benefit from the comments so they also understand the application.

4 Application of Scrum

4.1 Roles

Our scrum master this week was Johan Nilsson. We used a list randomizer to decide who will be the scrum master each week. The list is as follows:

1. Johan Nilsson
2. Thomas Jinton
3. Antonia Welzel
4. Ludvig Lindell and Jesper Lundgren
5. Emma Pettersson and Jennifer Krogh

Since we only have 5 weeks, but 7 members, the last 2 weeks will have 2 scrum masters so that everyone gets to try it out.

4.2 Agile Practices

On Monday, we held our first sprint planning. We will always hold our sprint plannings on Mondays, to prepare ourselves for the coming week (sprint).

Wednesday was mostly dedicated to work, but we held a small ”daily standup”. This is also something we plan to do every week, so everyone can get a small update on the work of everyone else.

On Friday, we had two meetings: one with the stakeholder, and one for our sprint review plus to write this team reflection. The sprint review plus team reflection will always be held on Fridays, but the stakeholder meetings have no dates set in stone.

4.3 Sprint Review

We decided that the Product Owner would be the entire group. This will be the case for every coming week, as well, since we feel that it worked well.

4.4 Best Practices

Most of the group uses IntelliJ IDEA as their IDE. It has great integration with Git and GitHub, our chosen VCS. Since we get the Ultimate edition by using our student emails, and since most of the members have used it in previous courses, it felt like a comfortable choice.

We have managed well to keep to the topic of each agile meeting.

4.5 Relation to Literature and Guest Lectures

Due to the coronavirus, we are forced to stay at home and have to work and communicate remotely. There are many tools to cope with this and we also had a guest lecture from Huskvarna, as well as an old student, on how to work in teams remotely. This was very helpful in how we as a group should structure our work. With the help of programs that offer easy tools for sharing information between a team, like Github, Zoom and Overleaf, coding, communicating and writing documents for the course remotely is relatively easy.

There were no major issues with programming together in pairs or smaller teams, but we all feel that it is important to have good communication within the team and that it takes effort and has to continuously be kept in mind.