Performance project report

The reflective analysis of your team's progress in the last 6 weeks

Retrospective reflection

What went well

- The interfaces look great, a lot of work on this got done
- We understand what were the tasks to be completed and split the work well
- The wheel did not need to be re-invented by using new or complex tools, gitlab worked great for sharing our coded work, discord for communication
- Communication as to who is doing what is going better, this was a bit of a struggle in the first sprint, however, we learned from this and we feel like we've improved upon this greatly! This is a very encouraging realization for the team.

What could've gone better?

- We started of quite slow at the start of the sprint. This is understandable since this was the first sprint where the focus really was on actually creating our product. However, maybe the mental preparation and individual planning could have been focussed more on instantly getting to work at the start of the sprint. This can be improved for the next sprint
- Meetings could be more concise and to the point sometimes. It feels like we're digressing on things that do not *really* matter, this wastes time. A possible way to improve this could be to make a little list of all the things that need to be discussed, right at the start of the meeting, then from there we could go through those points. This somewhat forces us to stick to the point a little more.

What do we want to try next?

- We've started (and completed some of) the "easier" tasks at hand during the project. However, new tools and libraries for visualization need to be explored. So we don't simply express everything in numbers but also visually, in graphs, pictures and maybe even moving video.
- The pace of work might need to be kicked up a notch, to avoid having to scramble in later sprints.

What puzzles us?

- How visual do we need to get, while visualizing the data, to obtain a acceptable/good grade for the project?
- What is the best and most efficient library/combination of libraries to visualize the data clearly?
- What kind of data is the most interesting to the end user?
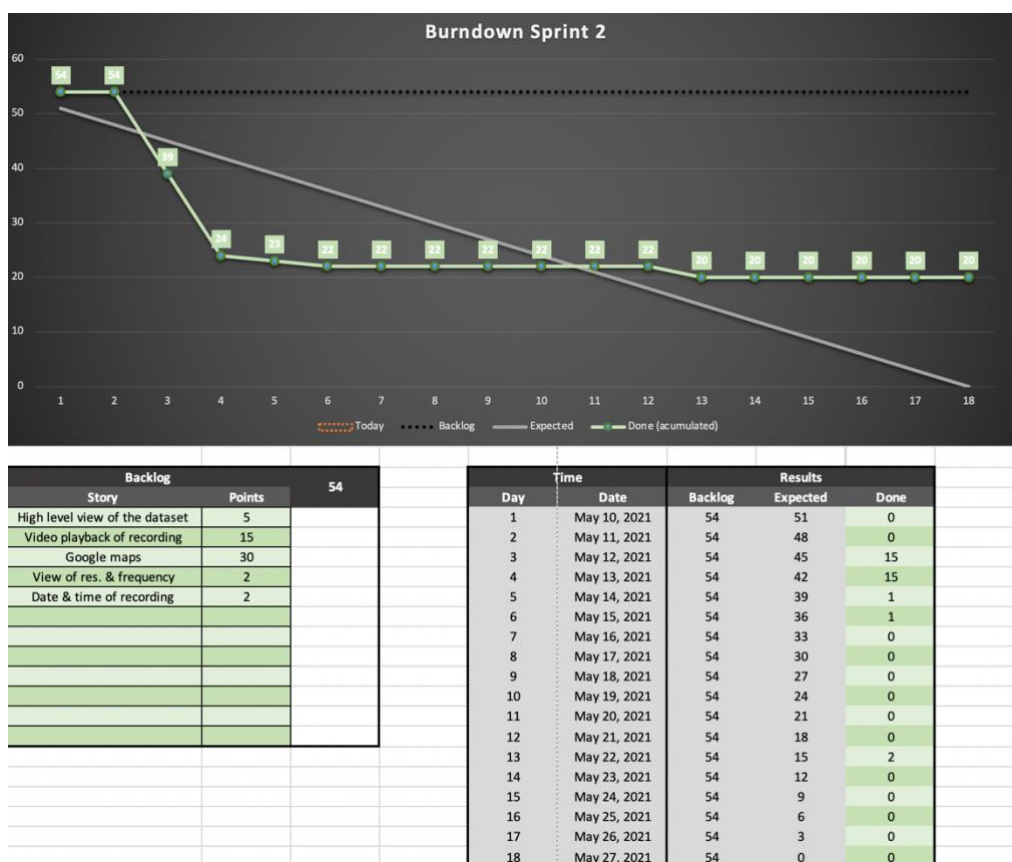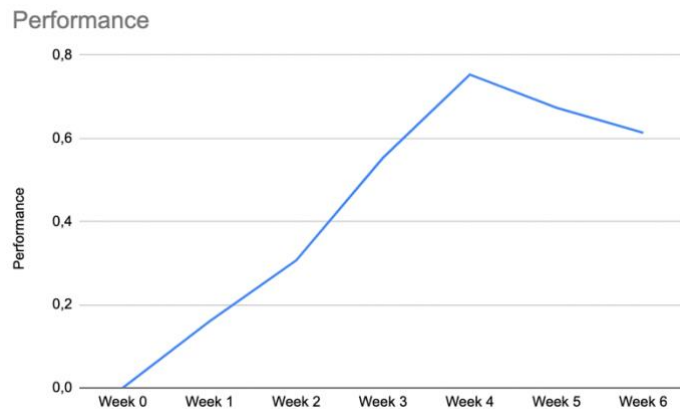
Burndown chart and team velocity

Burndown Sprint 2

Backlog	
Story	Points
High level view of the dataset	5
Video playback of recording	15
Google maps	30
View of res. & frequency	2
Date & time of recording	2

54

	Time		Results	
Day	Date	Backlog	Expected	Done
1	May 10, 2021	54	51	0
2	May 11, 2021	54	48	0
3	May 12, 2021	54	45	15
4	May 13, 2021	54	42	15
5	May 14, 2021	54	39	1
6	May 15, 2021	54	36	1
7	May 16, 2021	54	33	0
8	May 17, 2021	54	30	0
9	May 18, 2021	54	27	0
10	May 19, 2021	54	24	0
11	May 20, 2021	54	21	0
12	May 21, 2021	54	18	0
13	May 22, 2021	54	15	2
14	May 23, 2021	54	12	0
15	May 24, 2021	54	9	0
16	May 25, 2021	54	6	0
17	May 26, 2021	54	3	0
18	May 27, 2021	54	0	0

Figure 1. Burndown chart

By looking at the burndown chart one can see that the team has not met all objectives set for the sprint - only around 60% of planned work has been completed. A large user story, video playback of the recording worth 15 points, was also not completed. This was partly due to our lack of knowledge; however, we believe that this can be avoided in the future if we start working on complex user stories in advance, so that we have enough time to learn new concepts. In addition, in the next sprint, we can try to engage more in teamwork, for example, in cases where one person is stuck on something.
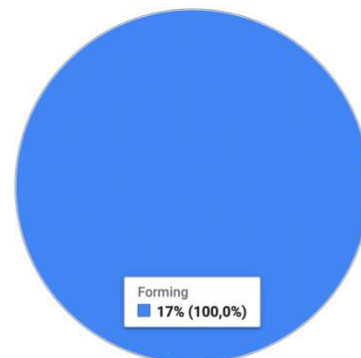
Average performance

In general, the performance graph indicates positive dynamics, but a slight decrease after week 4 should be noted.
This corresponds to reality whereby most of the team members began to focus on their exams and less time was devoted to project work. In any case, we understand that this is not a good enough reason for such a decline but rather a question of improper time management. Our team meetings currently do not have a big impact on our productivity and this needs to be changed. Before the meeting, we do not have a clear plan of what needs to be discussed and we end up talking about things that may not be the most important issues at hand. Having a list of the main points for each meeting could possibly solve that.

When it comes to team development, we think we were on our way to the normalization stage, but after about week 3/4, we started to feel like we were no longer a cohesive unit as everyone was focused on their exams and own issues. Thus, the performing stage was never been reached.

Forming
17% (100,0%)

Group contract revision

During the meeting of Wednesday, the 26th of May, team Mindhash-2 thoroughly scanned through the group contract made originally. The team has not experienced many setbacks other than getting behind on schedule. This however happened as an entire group. The entire team feels like a great effort is being made to improve the situation and get fully back on track.

This means that we opted to leave the group contract as is, especially since we were very satisfied with it originally.