

Team Reflection Sprint Week 1 Group

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Customer Value and Scope

We use Trello as our platform for structuring up our project. In Trello we have three backlog columns, one for epics, one for user stories and one for the sprint. In this sprint we added all the epics and user stories that we felt was necessary to be able to achieve the MVP's. The user stories are based on the epics and are labeled in Trello to clearly show that they are connected. For this sprint we then chose two of our user stories, divided them into tasks and estimated effort.

When it comes to the user stories we feel that we spent a lot of time working on them, but hopefully that will get more effective in the next sprint as we now have some experience in the subject.

Then we assign ourselves to the task we are currently working on and move it to the ongoing column, this way we can track our progress. When finished with a task we move the card to our code review column and when two persons have checked the code we move it to done. We also decided that for each sprint we will create a new board in Trello and remove all cards that are done, because it makes it easier to see the progress during every sprint.

The process of choosing suitable KPI's became longer than we thought, although we are satisfied with them so far. Our first KPI is how many of our story points, which are based on estimated hours, we have finished. By this we mean the hours we estimated for a task at the start of the sprint, not the actual hours spent on a specific task. We are also using technical debt as an KPI, and we're tracking it by counting the time we have to spend changing code from previous sprints during our ongoing sprint. And our third KPI is surveys to follow up on every team members experience

during the project, the survey asks about general well being, experienced stress level and how the support from the team has been.

Social Contract and Effort

We haven't changed the social contract during the sprint, this was the first week when we really used it though. But after the sprint finished we did discuss some possible changes that could be implemented during the next sprint, e.g. the "punishment" for not being on time for meetings.

During our sprints we log the time spent on a task in Trello, by noting the time we spent on the task on the card. Our goal is to get better and better at estimating the effort and by this get closer to the estimated effort for every sprint. We haven't really tracked the time consumed by the meetings. We're planning on doing this in a future sprint to track our development.

Design decisions and product structure

We talked to our external stakeholder and he gave us the feedback that functionality is more important than the looks of the app in first weeks. So our main focus in the first sprints is to get a functional app rather than spend time on the UI/looks.

To ensure code quality we use both eslint and Travis. We've made the decision to review pull requests in pairs to make it more efficient and a good time to learn if you're not as familiar with the code. At least two pairs have to review the code before it can be merged.

Application of Scrum

We haven't really had any given roles in the first sprint, this is part because we have been working intensively and closely, and part because it's a new project and a new way of working for most of us. But we have discussed that it may be more crucial in future sprints as we get more into the working process.

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first sprints is to get a functional app rather than spend time on the visual appearance.

Because of the big difference in technology knowledge among the group members, the first sprint had some learning moments for many of us. We had much of the expertise in the group and we shared it by programming in groups and having sessions where the group could ask for help and provide knowledge. Knowledge about scrum was achieved by both reading sources and by a group member with experience in scrum.