

# Team Reflection Topics

## Customer Value and Scope

We changed what the values on our trello cards represent. Last sprint they represented the hours we thought that the task would take. In this sprint we instead measured the values as points where higher points means more difficult and time consuming tasks. We measure by means of setting a score between zero and the assumed points.

We changed our form that measures how the group feels. We made this change to get a better value for our KPA index.

## Social Contract and Effort

This week we didn't spend as many hours as we otherwise would. This was mainly due to the fact that some team members were busy with other work. There was also a public holiday in the middle of the week and we therefore decided to minimize the workload in order to compensate for that.

## Design decisions and product structure

Last week we noted that appearance was important to us feeling good about our product. We therefore put in place some guidelines that stated that if you have time to polish the appearance of the thing you developed you should do so. We also updated some GraphQL documentation (harbour?) so that it is easier for people to study the different tools that we use. We have also kept using prettier + ESLint, which makes the code look "samey" no matter who writes code.

## Application of Scrum

We have talked to the part owner and taken his feedback into account for when we planned this sprint. We have also done a retrospective so that we can continue to improve the next sprint. The important parts were that the product owner wanted to have the main functionality of the application ready before anything else