

# AMOS Group 03 Software Oscilloscope

The SOSCI project in the AMOS context involved a team effort with both positive and negative aspects. During the project, it was observed that working together in person can have a positive impact on team spirit and efficiency. Over time, teamwork improved and communication was deemed to be good. However, the roles within the team were not initially clear, leading to internal discussions to clarify the roles.

The team learned the importance of involving the client as much and as quickly as possible, and to keep the backlog filled with client-prioritized items. The team created a skill matrix, but it was not utilized effectively. A kick-off meeting at project start could improve team spirit, answer questions, and establish a common knowledge base. The backlog was refined most of the time before each sprint meeting, which helped with the time boxing of team meetings. A deadline for merged pull requests set by the Release Manager before the end of each sprint, will make the team meeting day less stressful and reduce the likelihood of merge conflicts. Utilizing a team calendar, such as a calendar management tool, can help keep track of meetings and deadlines. The Discord event feature was utilized, but it was not deemed to be the optimal solution.

We recommend to maintain separate meetings for team-internal purposes and meetings with the client, as a team meeting with the client could obstruct important discussions. A Jour Fixe with the client was established, which was deemed to be helpful, and we suggest to also setup a software developer Jour Fixe, as it could positively impact knowledge sharing between developers. Pre-team meetings were also helpful in identifying issues and preparing for the official team meeting.

Google Drive was utilized for project management, but it was noted that it was not the optimal solution, particularly for planning poker which would be better suited for a dedicated tool. Discord was used for communication and organization, but it was suggested that tools such as Slack, Mattermost or Microsoft Teams would be better suited and offer more integration possibilities.

Some technical difficulties were noticed quite late, and we advise to identify them as early as possible to avoid migrations to new frameworks. Regarding GitHub pull requests, two required reviews were deemed to be a good number, as more could slow down the development process.

Being part of the team was a great experience. We all felt proud to be working on the project and learned a lot about developing software in an agile environment and managing client relationships. The overall outcome was positive and we gained valuable insights along the way.