

Final Reflection

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Since I already wrote a reflection for the last sprint (I misinterpreted how the final reflection should have been written) I will mostly reflect over the entire project in this reflection.

Even if we had a lot of problems along the way I'm happy how our project ended up, but there is a lot I would change if I could do it all over again.

In the start we spent our entire first sprint on making a domain model. Even if it was nice to have a model to refer to when ever we worked on a part of the code it also meant that our tasks were extremely hard to make vertical since they mostly relied on implementing a part of the model which also led to most tasks relying on another task to complete. It also meant that we had nothing of value for our PO's to show off after the first sprint. This meant that in the start we had a more waterfall way of working which meant that we had to wait on other people to finish their tasks and if someone wanted to change something it also affected other people's tasks. I liked having a domain model to refer to but, in the future, when I work on one in an agile project, I would probably only focus on the parts relevant to the sprint so more stuff of value got produced and so that changes could more easily be made when we realize we want to change something so we could actually be more agile.

Another issue we had with tasks is that they often turned to be way harder than we originally thought and ended up growing over time. We got a lot better at this over time since we were more realistic with expectations and if we noticed that a task started growing way to big, we split it into smaller tasks.

At the start of the course we wrote a social contract that we mostly followed but one important thing we ignored/forgot entirely. We didn't really do pull request reviews at all like we had put in the social contract. We often merged code together and did some pair coding, but outside of that we had little to no code reviews. This meant that our code quality in some areas were lacking since we easily missed small mistakes and sometimes, we had code disappearing and old code reappearing since it's easy to mess up merges if it's done by yourself. In the future I will push harder for having code reviews since I think everyone benefits from it in the end, everyone makes mistakes and there are always new things to learn.

Another big thing that really bite us in the ass the last week was not having automated testing. At the end of the project when we connected all parts we had been working on and did some manual testing before each commit. But bugs were often missed and discovered later when they were already in our developer branch and causing havoc for another person trying to commit. This meant that this last week we spent a lot of time tracking down and fixing bugs. This could have been made much more efficient and safer by having automated tests that we ran before each commit and maybe even nightly tests to see that nothing was broken in our latest build. Writing tests is something I need to get better at and I think it's a shame its not more heavily pushed for us to learn in other courses.

We made a lot of mistakes in this course but I think everyone learned a shit ton from them in the end and we will push for future projects to avoid them.