Reflective ESSAY FOR AGILE.

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1. **Restate in your own words what the assignment asked you to do.**

In Agile Methodologies we were assigned with 2 group assignments which were very team focused and challenging. These assignments helped me to gain knowledge in the field of agile work environment and taught me how the teams work to overcome any challenges one might face and the benefits that come with it. The first assignment was planned to make me work on a team repository, in which I had to do certain tasks like create the team repository, update and do version controlling using git. The Third assignment was assigned to make us do product backlog and we were told to give our best work for making it according to the requirements of the newspaper agent. Since it was our first time working on an industrial scale project, we did not get everything right as a team, for example branching, merging and the notifications part for assignment 1. My mentor Mr. Mike guided me and the team in making us understand our challenges and difficulties and the concepts that were new to me. I didn’t know a couple of things, like how a dynamic team works. I also did not commit the Learning logs as I thought they were to be submitting in a word file without any commits.

1. **Discuss your group’s and your own processes for completing the project/your task. Reference your group’s and your individual achievable goals.**

We had very clear and composed goals and we made sure that they would be completed, we had to show our teamwork and fulfill a sequence of industrial level projects. The team built a proper strategy about how we will access the project, and we all were assigned different tasks according to it. We made a work schedule under which the work had to be completed. Me personally had the last commit role and I had to push the version 5 for the first assignment, so that I would improve it and provide the final working version for the team.

For the third assignment, I had to work on our User Stories using [www.easybacklog.com](http://www.easybacklog.com) and I was given the Payment scheme. I integrated my User stories to fit the schemes of the given pattern of our project. Me and the team integrated all the user stories with each other. The goals we set were very realistic and we were assured that they would be completed in the time frame we set according to the project norms and was fulfilled accordingly.

1. **Individually justify each criterion you awarded yourself for Process Learning by providing suitable evidence/examples from your Learning Journal. Also, where appropriate, identify the criteria in which you can improve, explain why and how.**

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| **Criteria Descriptor** | **Status** | **Description** |
| **Setting (Plan) Achievable Goals - Group** | Well Achieved | **Group goals clearly achievable within planned timeframe.**  **The plan was well made and helped in reaching goals with ease.** |
| **Setting (Plan) Achievable Goals - Individual** | Achieved. | **Individual goals partially achievable within planned timeframe.**  **The user stories were proper, but the Uncertainties in my personal user stories which were pointed out by Mike were very logical, hence I feel achieved in this category.** |
| **Individual Role within Group (Interpersonal Skills)** | Well Achieved. | **The Individual goal I had in my team was to be the leader, appoint the tasks and also give out the Feedbacks in case any team member needed it. I was very thorough with my work and also accepted feedbacks and constructive criticism when given.** |
| **Quality and content of contribution – (Group / Individual)** | Well Achieved | **Content contribution demonstrates critical thinking to analyze and relate key points across the whole project.**  **The content was thorough and very planned so as to not leave any gaps, since we were working on it considering it as an industrial level project.** |
| **Learning Log (Refer to guidelines below)** | Achieved. | **Learning Log Entry completed as per guidelines and versioned the majority of time after each piece of work undertaken.**  **The learning log was not committed after every meeting due to some miscommunications, but was updated regularly in our local machine** |
| **Reaching Achievable Goals - Group** | Well achieved. | **Group goals clearly reached within planned timeframe.**  **The goals were set so that every group member was on the same page at the start of the new week every time. This helped in reaching goals faster and become more efficient as a team.** |
| **Reaching Achievable Goals - Individual** | Well achieved. | **Individual goals clearly reached within planned timeframe.**  **As the case with team, the individual goals were carved to make use of my highest potentials, and that was consistent throughout the project timespan.** |

I believe that We can make use of our time in a better and more efficient way, because time management is one of the skills we all yearn to learn. The user stories can be made better, since the industry requires the highest level of intricacy and Details in their user stories, which will help in making the backlogs easy and very well received by the customer.

1. **Individually justify each criterion you awarded yourself for Content Learning by providing suitable evidence/examples from your Product Backlog. Also, where appropriate, identify the criteria in which you can improve, explain why and how.**

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| **Criteria Descriptor** | **Well Achieved** | **Achieved** | **Not Achieved** |
| **Independent** | **For all User Stories—The user story must be able to stand alone. It must be a feature or a component of a feature that can be tested and implemented as a unique element. To the extent possible, user stories should not be dependent on other activities. Ideally, they are written so that they can be delivered in any order.** | Minority of User Stories do not fulfil the **Independent** Criteria. | Majority of User Stories do not fulfil the **Independent** Criteria. |
| **Negotiable** | For all User Stories — A user story should invite collaboration and discussion about the best way to solve the business problem that is presented. The team, the Scrum master, and the product owner must be open to conversation about available options. | **Minority of User Stories do not fulfil the Negotiable Criteria.** | Majority of User Stories do not fulfil the **Negotiable** Criteria. |
| **Valuable** | **For all User Stories — Each story adds value. The reason why we do anything in Agile is to drive business value, and the more business value being delivered, the higher the priority of the story. If the story does not add business value, the team should not work on it (or maybe not consider it).** | Minority of User Stories do not fulfil the **Valuable** Criteria. | Majority of User Stories do not fulfil the **Valuable** Criteria. |

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| **Estimable** | **For all User Stories –Each story is estimable. The story is not too big or too vague. It is clear enough that the developers and testers can reasonably estimate the complexity and length of time to deliver.** | Minority of User Stories do not fulfil the Estimable Criteria. | Majority of User Stories do not fulfil the **Estimable** Criteria. |
| **Small** | For all User Stories —The story should be small enough to be completed within a single sprint or iteration. | **Minority of User Stories do not fulfil the Small Criteria.** | Majority of User Stories do not fulfil the **Small** Criteria. |
| **Testable** | **For all User Stories —Is it enough of a feature, and it is written in such a way that it can be tested to make sure it works as expected?** | Minority of User Stories do not fulfil the **Testable** Criteria. | Majority of User Stories do not fulfil the **Testable** Criteria. |
| **Who, What, and Why** | **For all User Stories – The Who, What, and Why are clearly identifiable.**    **Who: A user story incorporates the perspective of the person who will use or benefit from the requested feature.**  **What: A user story is a description of the requested feature (or component of a feature) that is short and simple.**    **Why: A user story incorporates the “value” of the feature so the team can understand what is driving this particular request.** | Minority of User Stories do not fulfil the **Who, What, and Why** Criteria. | Majority of User Stories do not fulfil the **Who, What, and Why** Criteria. |

The user stories were made as we could with our level of knowledge, But one thing that I would like to do better is to interlink all the user stories, but still keep it negotiable, since we don’t want the entire ecosystem to collapse and in need of rework if the customer decides on a feature that contradicts our own, also I believe the user stories can be a tad bit more accurate and certain since we treated it as an industrial level prospective project. I would like to keep improving on these aspects as we move forward with these vivid experiences.

**INDIVIDUAL LEARNING LOG**

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| Date | 22/10/2019 13:00-15:00 |
| Group Goal | Look through the system’s requirements together, and had a discussion. (Who is our client? What specific features are required? And so on.) |
| Individual Goal | Research more about the needed criteria’s and worked on putting them in the system design |
| Time Spent | 2 hours |
| Tasks (What we were trying to achieve) | * Identification of different roles in the system. * Distributing work in the group. |
| Contribution  (What I did) | - Planned the course of action and the pace at what the team should be working to feel comfortable. |
| Group Structure | Each member in the group had some ideas, we reached at an agreement on how the system should look and feel to the user and the customer. |
| Learnings  (What did I learn) | I have learned how to Work with a team and coordinate with each other |
| Learnings  (How did I learn): | The group was keen on dividing equal work, in order to give everyone equal opportunities to work and show their ideas. |
| Interpersonal Skills | Decision Making and brainstorming. |

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| Date | Feedback Provided | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? |
| 22 October | No. | No. | No. | No. | No. | No. |

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| Date | 5/11/2019 13:00-15:00 |
| Group Goal | Started research individually. After discussion, the user stories were divided into 5 topics, which are payment, invoice, order, delivery area and subscription. And each team member will finish his own part. The distribution is as follows.   |  |  | | --- | --- | | Member Name | Responsibility | | Ashu | Payment | | Jack | Invoice | | Bin | Subscription | | Arek | Delivery and Customers | | Rex | Order | |
| Individual Goal | Research more about the user stories, diversity and acceptance criteria’s. |
| Time Spent | 2 hours |
| Tasks (What we were trying to achieve) | * Distribution of work. * Making equal partitions to work within a time frame and making a time management system for the group. |
| Contribution  (What I did) | -Divide the different aspect of system in a very descriptive way in order to create viable user stories. |
| Group Structure | Each member in the group clearly put up their opinions about roles in the system and dividing the system into several parts and also listen everyone’s point of view. |
| Learnings  (What did I learn) | I have learnt how to build a system from scratch and how a team can help build a very good and rigid system with less faults in the system and the design overall. |
| Learnings  (How did I learn): | Group discussion and distribution. |
| Interpersonal Skills | Decision Making and Leadership. |

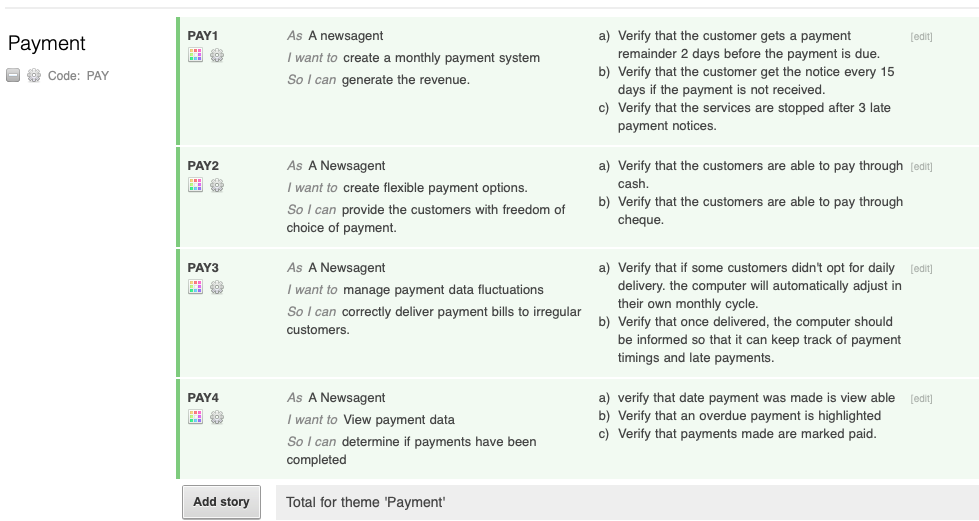
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| Date | | Feedback Provided | | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? | |
| 05 November | | No. | | No. | No. | No. | No. | No. | |
| Date | | 12/11/2019 13:00-15:00 | | | | | |
| Group Goal | | Preparing and combining all the user stories together and to checking for errors. | | | | | |
| Individual Goal | | To produce the user stories for Payment section. | | | | | |
| Time Spent | | 2 hours plus 2 hours of personal worktime. | | | | | |
| Tasks (What we were trying to achieve) | | * To make and produce user stories as per the requirement of system. * Throwing and brainstorming ideas to get better acceptance criteria’s * Try to make easy and flexible payment methods as per the system requirements. | | | | | |
| Contribution  (What I did) | | Prepared the user stories for payment. | | | | | |
| Group Structure | | Each member in the group has assign with themes to develop user stories related to given themes and discussion related to user stories are interconnected. | | | | | |
| Learnings  (What did I learn) | | I have learnt discussion between the team helps in better integration and a better understanding of the stories being interconnection. | | | | | |
| Learnings  (How did I learn): | | Group discussion and interconnecting the user stories. | | | | | |
| Interpersonal Skills | | Decision Making and connecting the stories. | | | | | |

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| Date | Feedback Provided | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? |
| 12  November | No. | No. | No. | No. | No. | No. |

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| Date | 19/11/2019 13:00-15:00 |
| Group Goal | Identifying, changing and implementing the changes in the user stories |
| Individual Goal | Modification in the user stories for the payment and developing proper acceptance criteria. |
| Time Spent | 2 hours |
| Tasks (What we were trying to achieve) | * To modify the user stories in order to better fit the needs of the customer. * Modified the themes and the respective acceptance criteria to be more rigid. |
| Contribution  (What I did) | Precise user stories about payment, in order to provide customers with flexible payment options. |
| Group Structure | Each member in the group has assign with themes to develop user stories related to given themes and discussion related to user stories are interconnected on all inputs from Mike. |
| Learnings  (What did I learn) | I have learned how to cater to the customers need and flexible to make changes in accordance with the customer. |
| Learnings  (How did I learn): | One of the members attended the meeting and conveyed your ideas to us for implementation. |
| Interpersonal Skills | Flexibility and Quick implementation. |

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| Date | Feedback Provided | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? |
| 19  November | No. | No. | No. | No. | No. | No. |

**My Personal Contribution in the Product Backlog.**

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