

# Team Reflection - Week 3

Team Abacus

01 October 2021

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## 1. Customer value & scope

During this sprint we made improvements to the GUI such as adding a spinner dropdown menu for selecting which station you want to view data values from. The values were then also displayed in different colors; green towards red for indicating high or low values. This is now a really useful function and shows a lot of value towards the product owner.

This sprint also included work on the GPS and Map parts of the App. We're still figuring out which alternative is best to use here and have tried out some different alternatives. We got external apps running these features but haven't implemented it into the main App yet. Still, since we have it working externally we can show progress and value from this sprint.

We thought a bit about KPI where we talked about using the progress in Trello of the backlog, but as we evaluate that on Mondays and not Friday, we couldn't include that in the Team reflection.

## 2. Social contract and effort

We had a longer meeting on Monday and shorter ones Wednesday and Friday as planned this week. No changes to the social contract and we didn't log hours spent on the course. We have talked a bit more in the group during the week to get help to solve different problems.

### 3.Design decisions and product structure

We have done some fixes to how we fetch data from the api so now we fetch data once the app starts and save it for later use. This allows us to display the data instantly once the user wants to. It also reduces the amount of api requests and lets us do more operations on the data such as finding the nearest station compared with gps location.

We have also implemented a dropdown structure in the first tab of the app. It shows the stations and when the user clicks on a selected station, the app fetches the data and showcases it. There is also a prototype findme button as an option to selecting a preexisting station, which doesn't do anything at the moment.

### 4.Application of Scrum

In our main sprint meeting of the week we divided up new roles for the week to come. Kevin had the role of scrum master, Erik was the product owner and Johnny was our secretary for the week. As usual, apart from the longer sprint meeting on monday we also had two smaller scrum meetings, and we made a deliberate effort to keep these meetings shorter as intended (in the previous weeks these smaller scrum meetings ran for too long, well past an hour in some cases).