

Team reflection v.3

Customer Value and Scope

- **the chosen scope of the application under development including the priority of features and for whom you are creating value.**

This week the scope has been focused on our three first user stories. These have been developed together with Hast as our primary objectives for this sprint. Next week we would like to repeat this process with Hast and create more defined and valuable user stories. This will be achieved by creating a more detailed description of each user story.

- **the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)**

The user stories in this sprint were all done in time. Since Dart and Flutter are new to all of us, we programmed in teams to favor the process. This also favored the learning outcomes and teamwork. The effort around the team feels equal, everyone was part of a user story and each user story was equally difficult. We would like to keep programming in teams and keep user stories at the same level.

- **your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value**

Our user stories could be more detailed for the following weeks. We all agreed on acceptance criteria as a group. They were also followed well this week. We hope to be better at predicting the difficulty of each user story for the following weeks as we get to know the programming language better.

- **the three KPIs you use for monitoring your progress and how you use them to improve your process**

We did all our planned user stories in time (100% done).

How satisfied are we with this week's work (0-10)? 60/70 = 86% satisfied group.

What has my stress level been this week (0-10)? 17/70 = 24% stressed.

Have I contributed and been listened to in this sprint (0-10)? 56/70 = 80%.

How happy have I felt in this sprint (0-10)? $53,5/70=76\%$.

This is good numbers for this week, we aim for similar numbers next week. (If we get any numbers that seem out of the ordinary in the following weeks we will look for the cause and try to improve those aspects of the work.)

Social Contract and Effort

- **Your social contract, i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)**

A social contract has been established and signed by all group members. It specifies our channels for information and meeting formalia. We are happy with how this has worked, everyone has been in time for meetings and our roles have been working well.

We want to have clear rules where everyone feels that the contract will protect them in case of incidents

We can reach this point by being honest and raising issues as they arise.

- **The time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)**

The time spent so far on the course feels sustainable. One big reason for this is thoroughly planned meetings, which makes the time feel valuable and productive.

We want to reach a point where time is used purposefully and is respected.

We can reach this point by being honest, preparing well and focusing on the times when group work is being conducted.

Design decisions and product structure

- **How your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value.**

The first week we have used the customer's colours scale for answer-boxes but other than that we have not incorporated their graphical profile into the work. We need to work closer with HAST to find out how we can bring their logotypes and other graphics into the application. The structure of the website has been discussed with the customer.

We want to reach a point where the application matches well with HAST's profile.

We can reach this point through discussions with our stakeholder about how they want the product to look.

- **Which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents).**

How you use and update your documentation throughout the sprints

So far only documentation needed has been some figma graphs and also comments in the code. Figma has been used to create an understanding with external parties about the user journey. The comments in the code have been used to describe classes and their functionalities.

We want to come to a place where it is easy to understand what a code block does.

We can reach that place by continuing with documentation as we progress through the project.

- **How you ensure code quality and enforce coding standards**

This needs discussion in the group, how to create standards, but so far we have been using similar buttons in all the branches.

We want to reach a point where we have a good understanding of our coding standards.

We can reach this point through discussion and transparency during all stages of the sprint, but especially at the sprint review and start.

Application of Scrum

- **The roles you have used within the team and their impact on your work.**

We have four roles in our group

Scrum Master - Responsible for keeping the meetings running smooth. The main "talker" when we have meetings with external parties as well for internal meetings.

Product Owner - Develop the user stories together with the group and make sure that the work continues.

Secretary - Keeps protocol of the meetings.

BSSARE & time keeper - Bullshitstopper makes sure we stay on track and on time. This has helped us greatly in keeping meetings on track.

We want to reach a point where all roles are clear and contribute clearly.

We can reach this by continuously evaluating what was good and what was redundant in the roles during our sprints.

- **The agile practices you have used and their impact on your work**

We have used the agile practices “sprints”, “user stories”, among others to work in a way that increments the total work in a moderate way and enables us to show something at the end of each sprint.

We want to reach a point where we have a steady work flow and get a lot of things done.

We can reach this point by writing crisp user-stories that have clear criterias and purpose.

- **Best practices for learning and using new tools and technologies (IDEs, version control, scrum boards etc.; do not only describe which tools you used but focus on how you developed the expertise to use them)**

About half of our project group are not as used to working with the preferred tools for the project, so we split the sprint up in groups of those used to the tools and those that are not so used to them.

We want everyone in the group to feel comfortable with the tools.

We can reach this point by supporting each other with great sources on how things work, or through verbal collaboration.