

## **Week 1 Reflection**

This course I am overly excited to get started because I know this is how many teams operate. So, my goals for the course are to understand how scrum works, why it so effective, and apply it to my working method. The question is how will achieve this? Here are some things I will try to do.

- Trial by error. Just keep at it, write user stories, communicate like it is a real company and apply it to the programming project.
- Read some books or just search the web on how scrum works. This is such a well-researched subject; information will not be a problem.
- Ask questions, both at lectures and supervisor meetings. This is the perfect scenario to learn, no need to stress about grades or producing something where stakeholders have invested millions.

Another goal for this course is just to practice pure communication a social situation, become more comfortable taking initiative and learning to describe the ideas in my head to another person. Thus, I will participate in meetings to the best of abilities, giving my feedback to others and hopefully theirs to me. Try to work two-and-two or three-and-tree, so I can learn to explain my reasoning and just practice communication. And finally, try to encourage the team's ideas and develop them further, and make the best possible product.

## Week 2 Reflection

*Have I learned something more about Scrum?*

Yes, I have. Going to the MineTest exercise help to understand that small User Stories are key, and you must be comfortable saying no to the product owner and realize your own limits. Compromising and discussing is important and sometimes the developing teams' interests can cause a conflict with investors. It was also helpful to understand that User Stories need to contain **value**, do not just write who and what, but also why you want it!

*How has the communication bit been going?*

I have seen some improvements compared to last week. I think my team has done an excellent job in presenting ideas and communicating with outside sources, but I have not been especially strong in that department. But still, I try to give my input and feedback on the ideas and encourage the good ideas. But I can do better, and hopefully when we start programming, I could offer even more communication and help.

*What are the goals for next week?*

I will keep going with "understand how scrum works, why it so effective, and apply it to my working method". To achieve this, I will practice writing some User Stories and trying to break them down into small parts and perhaps make some own research on why makes scrum so effective.

I will also keep practicing with social communication skills. I must be better with communicating my thoughts and feedback. And next week we will meet the project owner, which is a perfect way for me to practice communication and social situations.

## Week 3 Reflection

**After a brief discussion with Jan-Philipp I will now try a different format with my reflections. This week will be little bit weird, but the next will be better!**

*What do I want to learn or understand better?*

Currently I am not so familiar with writing User Stories but that is something I must get better at, the goal for this week is to learn how to write User Stories. And, not making them too large, try to break them down into manageable chunks.

This went well, we had a group session where we created a couple of User Stories. We found that some of them were a little big to ambitious, so we broke them down. Instead of creating page, adding the features and then navigation. We broke it down into Creating and adding features and then adding navigation.

*What is my contribution towards the team's use of Scrum?*

My contribution right now has not been substantial, I have tried to offer my advice on somethings we learned in a previous course using Scrum. Like, how the scrum board could look like, what a good user story has for components.

But what I hope to achieve trying to try new things, reflect and the adjust. Quick iterations on new things we could add to our process.

## Week 4

*What do I want to learn or understand better?*

### **The current situation**

- I am still very unsure of how to create manageable and good User Stories, so we can create a climate with fast validation and iteration.
- We will also start coding this week using Dart and flutter, which I am still very unsure of it works.

### **My goals**

- This week I want to be able to write User Stories that are manageable but still adds value.
- At the end of the week, I want to be able to define classes and make some small changes to an app.

### **What should I do?**

- Create User Stories with other people and making the read through it. Also, analyze if can be broken down into smaller pieces.
- Do a Google code lab explaining the essentials of Dart. Try some pair programming so I can learn with someone in my group.

### **Outcome**

We were able to create manageable User Stories, every group (we used pair programming) managed to complete their task before the weekend and now we have a small application ready to show to the investor. However, the User Stories were not clearly specified which led to every group making their own assumptions. This will be addressed next week

This week I did however managed to get a good grip of the possibility of Dart and Flutter. We created a simple starting page where we had to dig deeper into how to place components and navigate between screens.

*How can I help someone else?*

### **The current situation**

I am still unsure where people are at with their technical level using OO-programming and creating apps in general. But I hope I can contribute with some of my knowledge on design patterns and principles.

### **My goals**

I have learned where another person is at regarding their technical level and that I hopefully thought them something new regarding OO-programming.

### **What should I do?**

Utilize pair programming and be the observer rather than writing the code itself.

**Outcome**

This I managed to do. I let my partner screenshare and I tried to explain my reasoning behind my decisions as best I could. The outcome was a good first landing page.

*What is my contribution towards the team's use of Scrum?*

**The current situation**

This week I am the secretary, meaning I will document meetings within the group and HAST.

**My goals**

Get a better sense of what to note and what is unnecessary. I also hope I make the team feel organized by making a back-up of each meeting.

**What should I do?**

Attend each meeting! Write down what I think is important and evaluated after

**Outcome**

I managed to attend each meeting! I wrote down everything I felt was important, however some things were debatable. I could be a little bit more conservative with what I wrote down. But the important thing is that the meetings were documented.

*What is my contribution towards the team's deliveries?*

**The current situation**

This week we will start programming, so I have yet to deliver anything yet.

**My goals**

I have delivered something that adds value to the project, and I have learned something new.

**What should I do?**

Pick a User Story which can be completed and shown to HAST and that contains something I have not done before.

**Outcome**

This is managed to do; I picked a reasonable User Story that got completed within the time frame. The User Story challenged me to dive deeper into how components and layouts are structured in Flutter.

Week 5

### **The current situation**

We have now started with the programming and currently we have created a remarkably simple application which can now navigate between the 3 main screens (Main Page, Question Page and Result Page).

Flutter has some learning curve, both a new language and a new way to think about layouts, components, and states. But still, the experience has been straight forward, and I think there lies some big potential here.

Scrum has worked well; we have actively tried to create small but reasonable User Stories. We have managed to complete in the time frame given. However, some of these has now become too vague and a lot is up for interpretation.

*What do I want to learn this week?*

### **My goal**

To explore and become more comfortable using Google Material Design.

### **How will I do it?**

I will use the site <https://material.io/>, which has complete code examples with components and dos and don'ts for everything design.

*Can I help/learn someone else?*

### **My goal**

I want to continue to help my team mates to get more comfortable using Git / GitHub. Currently, some have worked with GitHub in previous course, while others have not used so my goal will be to keep helping!

### **How will I do it?**

Let the other person code (pair programming) and then go through step by step examples of commits, pull and branches.

*What is my contribution towards Scrum?*

**My goal**

This week, my role and my goal are to keep Scrum meeting's conversation on topic and keep the meeting within our given time frame.

**How will I do it?**

Ask what given time frame is before the meeting and what exactly should we discuss.

*What is my contribution towards deliveries?*

**My goal**

A pressing issue is how we are supposed to solve the storing of forms and questions. My goal is that I can help the project by doing a little bit of research regarding on what Flutter has to offer regarding storage.

**How will I do it?**

I will look through the Flutter documentation and see what their recommended storage solutions are.

**Outcome**

This week have shown major progress. My goal this week was to learn more about Material Design, which I can with great confidence say that I have. Me and my group have implemented different design patterns like Tabs or a Navigation Menu. And thanks to Flutter that is amazingly easy and straight forwards.

My goal of being a helping hand regarding Github has worked perfectly. I have been a spectator and letting the other person have the reins. And regarding my role with Scrum, I tried to set up a time frame before each meeting, and that went well! But it was hard to determine if something was on/off topic, because sometimes these conversations can also lead to great ideas.

And lastly, I have had some progress regarding different storage solutions. Flutter and Dart have great support for JSON serialization so storing questions in a JSON file can absolutely be achieved. But the thing I am most excited about was something called Firestore which is a cloud service made by Google that can easily be integrated into our app.

Week 6

**This week I will group together the questions.**

*What do I want to learn this week? & Can I help/learn someone else something?*

### **The current situation**

We have up to this point been focused on developing the UI (the frontend), so we have something to show up but now it is time to attack the backend.

### **My goal**

My goals this week will be to understand how state management works in Flutter. How the app can "send" states to different modules and how we can follow MVC. But also, help my fellow group mates understand states and models. I have some experience with Androids ViewModels which will probably be quite like Flutter's way of handling it.

### **How will I do it?**

First off, I will read how state management works in Flutter. And hopefully combining my previous knowledge and this new I can explain it in a good way. I will also try to let my teammates screen share so they can some experience using MVC (I will also try to draw to visualize)

*What is my contribution towards Scrum? & What is my contribution towards deliveries?*

### **The current situation**

This week I will be the Scrum Master / Project Leader.

### **My goals**

This week I will try to give my group a steady leadership, asking for opinions and encouraging criticism. I will also make sure that every meeting has a clear purpose and that I come prepared with some discussion topics. I will also make sure that the team reflection comes in time and that we have everything merged by the end of the week.

### **How will I do it?**

Always after presenting an idea, I will ask my teammates for opinions and comments and try to come to common ground, encouraging discussions. I will also do a quick summary of how the meeting will be laid out before we start. And I will dedicate enough time for the team reflection and merging the code on Friday.



## **Outcome**

When it comes to learning about state management that goal has been fulfilled. Implementing and understanding state management has been a true pleasure because it has allowed the code to be more modular. We can divide the code into different parts, but everything works against a central model. This is what I have been trying to advocate and show my teammates, by visualizing and letting them experience the power of models on their own. I have been trying as much as I can to divide the programming time equally between my group.

Regarding my role as scrum master, I am incredibly pleased. Meeting with the stakeholders or our weekly scrum meeting, I always set up an agenda: "Today we will talk about this and this is the time frame we will aim for". I tried to present ideas or opinions, but I always asked for other group members' opinions, trying to get discussion going so we could produce our best work possible. The team reflection came in before 15:00, well before the deadline and we had a working master branch by the end of Friday, ready to be shown to our stakeholders.

## **Week 7**

*What do I want to learn this week? & Can I help/learn someone else something?*

### **The current situation**

This week, I together with my teammate will work on importing questions through an external medium, in this case, JSON files.

### **My goals**

My goals will be to understand more of the notation of JSON and how we parse it effectively. I have some previous experience with using JSON in another course and some ideas of how to go about importing questions. So, another goal of mine is to help my teammate understand JSON better.

### **How will I do it?**

First off, I will read the Flutter documentation regarding JSON and serialization to learn more about how what libraries Dart has to offer. Secondly, I will advocate that me and my teammate discuss or visualize how we want this to work and not starting to program directly. Have clear vision before implementing.

*What is my contribution towards Scrum?*

### **The current situation**

This week I will take the role as product owner.

### **My goals**

My goals this week is to understand the stakeholder's point of view, what do they value, what would be most beneficial. We are approaching the end, so we must be better to prioritize what they want the product to have.

### **How will I do it?**

I will be more active during the talks with the stakeholder. Asking relevant question and follow up questions regarding topics such as, User Interface, storage solutions, customizability. What is their priority regarding these different areas?

*What is my contribution towards deliveries?*

### **The current situation?**

In our project we have been lacking with documentation. Perhaps because the application has not been particularly complex, but that is no good excuse.

### **My goals**

This week I will try to more actively document the code that I write. I want the comments and documentation to be understood by an outsider, just about to start working with the code.

### **How will I do it?**

In each file I work with I will try to give an overview description at the top, just a sentence or two. I will carefully pick out methods, especially public methods, that can be a bit more complex and give an overview. It is important not to over-comment, but I will try to keep at a reasonable level.