Team reflection week 5

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 the reflection-quiz and an overview of the quiz. 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 although we find it to be very difficult to plan each user story in detail beforehand. We find that being agile during the sprints as a useful skill.

- **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 still quite 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. Our acceptance criterias were 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. We still think that this is very difficult, but hopefully we will become better throughout the course.

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

Did we complete all our planned user stories in time (0-100%)? 100%

How satisfied are we with this week's work (0-10)? 56.5/70=81%

What has my stress level been this week (0-10)? 21.5/70=31%

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)? 93%

Good numbers this week. We would like to keep our stress level down next week because some have exams.

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)**

We are happy with how this has worked, everyone has been in time for meetings, except for two instances.

Our roles have been working well this week, and the social contract was helpful when some came a little bit late to a meeting. It helped us to avoid conflicts, and we could go on with the meeting without any problem and without losing time.

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.

We have not modified our social contract in any way this week, so far we feel like the social contract fulfills our needs.

- **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.**

At the moment we haven't progressed as far into the application that we have had the need to apply any specific architectural pattern, however we have plans to implement some sort of pattern. We will get the pattern from flutters documentation and examples, likely MVVM and Provider as state management.

We also use the Flutter framework as the stakeholder wishes for compatibility with both web and mobile devices, and this is natural with Flutter.

- **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

Currently we have comments in the code and we use figma to create visual examples of the application. As the application grows more complex we will consider modeling the app to our needs. Currently it doesn't feel necessary.

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

Currently we enforce comments on public classes and functions, as the app isn't particularly complex we have yet to implement any unit testing. We wish to have tests for the application to be sustainable in the future, so as development continues we will try to test it.

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. At the moment this feels like a redundant role, but we want the product owner to test the user stories at completion and to talk to HAST about our progress at the post-sprint meetings.

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.

We will try to split the work within the "user story groups" better so that all members can code equal amounts.