

Team reflection week 9

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 was our last sprint and the product is completed according to the user stories we have specified. HAST knows where the product is and how it looks and works as well. We mostly did fixes and polishing this week, and the only thing left is completing the readme file. We tried implementing some experimental features (collecting email and remembering the quiz upon refresh) but both of those were quite difficult so we had to break. They could possibly be finished if we had more time left. Edit: Henrik came up with a functioning solution to remembering the quiz during the meeting so this works now.

- **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)**

We have had a well functioning teamwork and we are starting to feel comfortable with scrum and our roles which improves the success of this project. Learning outcomes have been positive as a result of switching programming partners and being challenged in various aspects. The code is also much more structured after this week.

- **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.**

The user stories were written in a hurry this week and were somewhat lacking, however everyone was aware of what was needed so it worked out anyway. Definitely something to work on! This issue worked out through open communication within the team. This week we have done a better job of looking at each other's branches, as well as merging continuously instead of doing a big merge.

- **Your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders**

The "code review" has helped to apply the framework of our "definition of done" which in turn has improved the code quality in general. This also provides a higher value for the stakeholders if they would decide to further develop the code in the future, since we ask ourselves, is this future proof and easy to maintain?

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

1. Did we complete all our planned user stories in time (0-10)? 90%
 - a. We did not really solve the reload problem the best way.
2. How satisfied are we with this week's work (0-10)? $57/70=81\%$
3. What has my stress level been this week (0-10)? $17/70=24\%$
4. Have I contributed and been listened to in this sprint (0-10)? $56/70=80\%$
5. How happy have I felt in this sprint (0-10)? $60/70=86\%$

Good values to finish the project on! :)

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)**

No changes made since last week. No conflicts have risen.

- **The time you have spent on the course and how it relates to what you delivered.**

It differed a bit per group but in general a fair amount of time was spent. It absolutely relates to the deliveries as the app feels well polished this week.

Design decisions and product structure

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

Last week we noticed a “bug” that didn't make it possible to reload a specific quiz, instead you get oriented to the “main quiz”, which could be a different quiz than the one you were on from the beginning. This was difficult to solve within our time-frame, so we set the “main quiz” to an empty quiz instead, which has an “error-message” that says to recopy Hast link. Nevermind, HENRIK solved it just now!

This week we have done a lot designwise. Both in the backend of the application and frontend.

- ❖ Mobile compatibility.
- ❖ Many small UI changes according to the stakeholders preference.

- **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

We have focused on comments in the code so everyone can follow. This is important since we change programming-teams each week.

This week we have provided more comments through our present code and also in our older code to make it more understandable and easier to maintain. We have kept with the convention for file names that we set up last week.

We have not updated our technical documentation this week, because of the nature of this week's work we still feel like the documentation we have is adequate. Some changes are needed the final week for the submission and hand over to hast.

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

We had a user story this week that covered "clean up code", so many files are near perfect and ready for hast right now.

We have continued our code reviewing to ensure quality and some standards. The code reviews were not used very well this week, because this final sprint had many small user stories that did not need a full review.

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. After the changes made this week the role feels relevant again. The product owner demonstrates the code on Mondays. To have someone responsible for demonstrating the code makes sure that someone takes on responsibility for the demonstration and that value is added each week.

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. So that everyone can have a role we have added a second BSS role, this works well to make sure everyone is busy. Furthermore, we have two people assigned to this role each sprint.

The roles have helped everyone to stay engaged and to try out new roles to improve different skills.

- **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 have reached a point where we have a steady work flow and get a lot of things done.

Our user stories can be more detailed to improve the understanding of them.

- **The sprint review and how it relates to your scope and customer value (Did you have a PO, if yes, who?, if no, how did you carry out the review? Did the review result in a re-prioritisation of user stories? How did the reviews relate to your DoD? Did the feedback change your way of working?)**

Yes! We rotate PO every week. As the PO in this project is also a developer most of the feedback comes from the sprint review with the stakeholders. We do however reprioritise the user stories according to their wants and needs.

- **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)**

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- **Relation to literature and guest lectures (how do your reflections relate to what others have to say?)**

The lecture helped to make everyone on the same page on the final report. This made us more calm and focused on the sprint.

We can definitely relate to the lecture this week where they spoke about laminating the slices. Throughout the project we have tried to create user stories that are slices but sometimes they are higher and sometimes they are lower than the others. This has led to a lot of fine tuning this week, even though we have been working with this throughout the project. The aspect of making all the stories whole, and the increments fit well together is relatable.