Team Reflection

Week 36

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Customer Value and Scope

- the chosen scope of the application under development including priority of features and for whom you are creating value
  The scope for the Scrum Lego exercise was to complete the user stories according to specification. We were creating value for the product owner.
- the success criteria for the team in terms of what you want to achieve with your application
  During the Scrum Lego exercise, the success criteria were to build the items according to specification, specifically meeting the acceptance criteria. The final success criterion is that the finished products are accepted by the product owner.
- your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation
  We strive to have well-formulated user stories, which clearly states/implies the requirements/features of the product. We also try to prioritize these in an intuitive way, estimate their respective efforts, and break them down to smaller tasks when needed. We acquire the user stories in discussions with our client and will probably use some tool to manage them easily when the actual project starts.
- your acceptance tests, such as how they were performed and with whom
  Our acceptance test included testing whether the buildings were high enough to fit a person or a vehicle. These test were performed by all the team members together.
- the three KPIs you use for monitoring your progress and how you use them
  We used estimated points of required effort for each user story compared to our team velocity (i.e. did we complete a user story that is estimated to be finished in one sprint?) as well as defects found by the product owner on the finished products.

Social Contract and Effort

- your social contract, i.e., the rules that define how you work together as a team (this means, of course, you should create one in the first week)
  Our social contract as of now basically is that everyone pulls their weight; i.e. contribute proportionally to the rest, where the actual contribution itself depends on the Scrum role. If someone needs help with something, then the group should do just that. If we run into an issue with this later or come up with some change, we'll have to deal with it appropriately then.
- the time you have spent on the course (so keep track of your hours so you can describe the current situation)
  If you define the time spent on the course as the time spent on the project itself (not lectures, etc.), and the project as the work done on the Scrum Lego exercise (since real

project hasn't started yet) as well as discussions concerning teamwork, social contract, etc., then we have spent perhaps around 5 hours on the project thus far. We don't know the actual project yet so we can't say at this point how many hours we'd expect further head.

Design decisions and product structure

- **how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value**
  This topic is not applicable yet since the actual project hasn't been presented yet, but presumably we'll strive to use appropriate design decisions for the tasks at hand, in order to support maximum customer value. E.g. by choosing APIs, implementing behavior and following patterns which results in easy-to-use, specified, intuitive and maintainable software. If we should happen to fail with this somewhere along the way, we'll simply have to try to refactor whatever caused it.
- **what you document and why, by using e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents etc.**
  n/a
- **how you use and update your documentation throughout the sprints**
  n/a (or possibly google drive)
- **how you ensure code quality, enforce coding standards, and** (and what?)
  n/a

Application of Scrum

- **the roles you have used within the team**
  During the Scrum Lego exercise we have designated a scrum master who negotiated with other teams and communicated the tasks for the current spring to the team. The remaining five team members were ordinary developers.

- **the agile practices you have used for the current sprint**
  We used user stories for all sprints. We used short iterations in form of 15-minute timeboxes.

- **the sprint review (either in terms of outcome of the current week's exercise or meeting the product owner)**
  We had several sprint reviews with the product owner during the Scrum Lego exercise. He was not entirely happy with the finished product after the first sprint, but we managed to correct our mistakes during the subsequent sprints. We realized that despite the requirements of user stories, it was important to communicate the product owner and negotiate and set limits to deliver the product in the best possible way.

- **best practices for using new tools and technologies (IDEs, version control, scrum boards etc.)**
  This exercise was very good because we got to know and scratch a bit on the surface with the tools we will use in the project. For example, we used user stories that were placed on a so-called "scrum board". And based on user stories, the work was shared between different groups and performed in several iterations(sprints).

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

The relation to the lectures of the use of the scrum application on the lego exercise was quite well connected, as the theoretical information helped a part in the practical. Of course, the practical work differs from the theoretical. But a theory of how to use the tool and important concepts makes it easy to apply them easily in practical work, while the practical work gets a much better workflow when you can understand the theory behind it.