Team Reflection

Week 37

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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 application is supposed to give points for the number of passengers in a car. The points can be accumulated in order to earn rewards such as coffee or snacks at gas stations. The idea is to encourage carpooling in order to reduce air pollution and traffic congestion. The priority of features: identify the number of people in the car, award points, create a shop where rewards can be redeemed. Value created for: end consumers (drivers), Volvo Car Corporation, the society (less pollution, less congestion)

- the success criteria for the team in terms of what you want to achieve with your application

  A user-friendly and intuitive application that gets many active users who carpool often, thus earning a lot of points and redeeming a lot of rewards. A cleaner environment and less congested roads.

- your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation

  We use the template *As a < type of user >, I want < some goal > so that < some reason >.*

  - As an environmentalist driver, I want to be rewarded for driving with several people in the car.

    Tasks: identify the number of people in the car, award points based on number of ppl
  - As a car driver, I want to see my awarded points on the board that shows the number of points awarded for the current trip and in total.

    Tasks: calculate points for the current trip and in total, display points on board

- your acceptance tests, such as how they were performed and with whom

  It is yet too early to perform acceptance tests, since we have not completed our first sprint.

- the three KPIs you use for monitoring your progress and how you use them

  Since we are still at a very early stage of development, our main KPIs are team velocity and effort estimation. We want to keep a reasonable pace and complete the tasks assigned for the current sprint.

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 hasn't changed since formulated the last week (first one). We strive to help each other out when there's a need as well as divide the equally between all team members. We will try to follow this contract as far as possible. If we'd discover further ahead that something isn't working with respect to this contract, then we'll have to tackle that problem appropriately when (if) it does happen, and perhaps modify the contract.
- the time you have spent on the course (so keep track of your hours so you can describe the current situation)
  Like last week (week 36) we define the hours spent on the course as the hours spend strictly on the project (including exercises with the team). With this definition we have probably spent around 8 hours this week, so in total 8 + 5 = 11 hours (as last week's work was estimated to about 5 hours). In those hours one hour was spent on this week's exercise (wednesday; horizontal and vertical tasks), and the other 7 has been spent on setting up the architecture we need as a team to finish the project. This includes setting up development environment (Android Studio with SEMCON car project template), coming up with ideas for app, scrum board (Trello), formulating product backlog/features/tasks, etc. (The time for writing these reflections is excluded in this time estimate.) We estimate that the next week's hours spent might exceed this week's; since the actual "work" on the app starts then. If more hours is demanded from us in order to finish then we will have to try put in more hours.

Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value
  As last week (first week) we're still in the introductory/preparing phase of the project; so its hard to answer that question. As stated in the last weeks reflection though, we will strive to use good architecture patterns and appropriate APIs where applicable to solve the problems at hand; with "good" defined as what will grant the customer greatest value in terms of what he/she had in mind and from our experience with developing software. If we find out that something isn't working in our implementations; we will have to refactor our app.

- 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
  The roles we have used in the team so far is that we have appointed a scrum master who negotiate with other teams and communicate with the product owner. The remaining five

members is ordinary developers and every member contributes with something that give the team everything that needs to complete the task. The scrum master also helps to develop the product. But in our case for this week the developers have been working to write user stories and tasks. A first step in our planning in the scrum board.

- the agile practices you have used for the current sprint

  In our case, we can relate the application of scrum only to what we have achieved. It is to perform user stories and tasks in trello, an online tool used to set up a scrum board. So far we can suppose that the first sprint is to deliver user stories and tasks that are appropriate for our product.

- the sprint review (either in terms of outcome of the current week's exercise or meeting the product owner)

  The sprint review has not been completed yet, this will occur on monday. We will present our user stories and tasks to the product owner so far and get feedback if there is something that can be improved and anything else that can be negotiated.

- best practices for using new tools and technologies (IDEs, version control, scrum boards etc.)

  The best practices so far is to get used with the tools. We connected the git repository to the developer tool(android studio) that will be used to develop and create a finished product. And with this version control is also included where all team members can see the changes of a file in our repository. We also used trello, a tool that allow us to create a scrum board to set up user stories and tasks so far.

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

  Relation to the guest lectures it was easier to understand the application of scrum. For instance the scrum board was presented during the lessons as well as how applications and rules should be used for tasks and user stories. This facilitates the practical work afterwards when we would get the tool to create a scrum board as well as apply the rules for writing user stories and tasks.