Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value

During this week, the scope has been to focus on finishing existing features and find bugs, clean up unnecessary parts and comment on the code.

- 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)

Success criteria this week is a as good as done application according to our minimal viable product. Our learning outcomes remain the same: to learn android studio better and to learn the scrum method better.

- 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

Userstories this week were (in short terms); travel recommendations, to get notifications based on schedule and to have some exercises. We created acceptance criteria based on functionality, so we would know when a story is done. This gave us clear goals on what to do to create value.

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

We had some success criterias on the user stories we set up in Trello and those who were working on the story would decide if they've met the criteria. If anyone else then found the user story to be incomplete whilst testing then we would take it up during a meeting. This made sure the quality of the product was high enough for all of the group and therefore should be high enough for the stakeholder. If the stakeholder didn't like our work then he could bring it up when we presented our work and we would change things accordingly.

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

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)
There is a [survey](#) you can use for evaluating how the team is perceiving the process and if it is used by several teams it will also help you to assess if your team is following a general pattern or not.

The social contract has been successful so far so it stays the same.

- 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)

Design decisions and product structure

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

This week has been focusing on finishing up the user stories we have left and also focusing on finishing the travel planning function. Our first idea of implementation was to just give the user some travel options (walking, biking, taking the car etc). But to make the experience more personal for the user. We also implemented a thing into the function that tells the user to bring a jacket whenever the temperature is below 10 degrees celsius. Our well-being is important, after all!

- 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 haven't really used the documentation and we update some of the documentation from time to time.

- how you ensure code quality and enforce coding standards

The person who develops the code is responsible for the code quality. We occasionally look through each other's code, especially when working together on a user story, and if the other does not like the quality then it can be brought up in the next meeting.

Application of Scrum

- the roles you have used within the team and their impact on your work

The PO gave us feedback and our scrum master helped organize the work. The others without roles worked on to solve user stories as usual.

- the agile practices you have used and their impact on your work

Our meetings help us organize the work and communicate effectively whilst our user stories give us a clear view of what's left to do. Having a dedicated member as Scrum master makes it so that the same person has been able to get used to making sure everyone is on the page and keep the project moving forward.

- 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?)

Our PO had talked to the stakeholder and he wanted the basic functions to work, which was the same thing that we had in mind so no re-prioritisation.

- 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)

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

The lecture we had this week did not relate much to our work.