

Team Reflection Week 4 - Dagobah

Customer Value and Scope

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

This week we used user stories better and made our scrum board more clear in general. We also used effort estimation which has had some influence on how we as a group feel about a certain task. For the end of the week we also went back to look at the scrum board for how it went and if the estimations were correct. This had an overall positive effect on the group's work.

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

We choose to use Burndown/Burnup, Velocity and Test coverage. Yet, Test coverage is not very useful because we didn't have any data because everything worked until now but it will be very important to improve our programming skill by writing better code with less errors. Velocity KPI is important for us especially for the first sprint to find how many times we have to work on a project, how efficient we are and to improve our planning skill. Burndown will be a global indicator to know if we are not too late on work and to be sure to finish our project in less than 8 weeks

Social Contract and Effort

Social Contract

We haven't felt a need to reflect upon our social contract since we all feel that all parts of it are relevant and that it's not lacking anything.

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)

This week we feel like we spent a bit less time doing our assigned tasks, this is because this week's tasks were more clear and straightforward: doing a prototype of the map, doing an initial website... We did an initial estimation, which was about 20h, but after doing it it was more about 15h, we overestimated, so for the next sprint we'll keep that in mind. The previous week we didn't do the time estimation but all tasks were related to doing research and it took us about 20h, which makes sense as we had to take the time needed to familiarize ourselves with what we would have to deal with in the next weeks.

Application of Scrum

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

This week we decided to not get too ahead of ourselves and play the game the correct way. We started off our sprint with our two PO's discussing what they felt was important and then delivering it to the group. The group, together with the Scrum Master then decided on the tasks that we should set as goals for this sprint. We all felt that by working this way, with clear and defined tasks that fall under clear and defined user stories, we knew exactly what was expected from us, we knew exactly when the task was done and when we felt that we could breathe out.

The agile practices you have used and their impact on your work

As we said above, working with clear and defined tasks help you save time and help you focus on the right thing. We knew what we needed to accomplish and could focus on just that.

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?)

So during this week's sprint review we had a more structured approach and went through what everyone did for the week's sprint. Every member of the team showed the group and the PO's what they have done and how it went. The overall effect it had on the team was positive and it felt more like we are all up to speed with what is done. The DoD we have some parts which can be related with this week's sprint, however it's going to be more relevant for future sprints where we will be able to test our code.

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

When the guest lecture talked about their research rounds they did during the project, before the actual development sprints started. It felt reassuring to us as a team since we spent the first sprint doing research on how to go about doing this project, what frameworks, programming language etc. to use. Which we felt was crucial to our project but was never mentioned in any lecture. When we talked to our supervisor and said we didn't really know how to set up a scrum board and use PO's when we were just researching, it felt like we did something wrong. But since the guest lecturer talked about it and said that it was very important for their team to have a concrete idea on how they were going to do their project, we felt it was the exact same for us. It seemed a bit odd that these kinds of research rounds were never covered in the lectures the first weeks. Since it has probably the biggest impact on the final product, but doesn't really with the mold for a Scrum/sprint.