

Team Reflection Week 3 - Dagobah

Customer Value and Scope

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

The scope of our application with the core functionality of finding nearest place to donate blood, interactive map that shows locations where you can donate blood, list of locations visible on the map and information about each place. We chose this as our core functionality since they create the most value for the users. The scope we decided on for our project was chosen to deliver the main features we would need to deliver a functional application within the time limit.

For our first sprint, we have decided to focus on creating value for the developers of the project. This means prioritizing researching and setting up the basis for the project. Since at first we didn't have a concrete plan on how to go about setting up the project (programming language, frameworks, APIs) so we focused on user stories that would make us reach the goal of creating the backbones for the project, so we as developers know how to proceed in the coming sprints.

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 all are new to Scrum and excited to try out this way of working. We all want to improve our skills so that when we sit down at the beginning of a sprint, we know how to correctly set up the sprint for maximum value.

We also want to create a functioning website with an interactive map. The level of detail of the website is not the main focus but that we deliver a website with an integrated interactive map is something we would count as a success.

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.

Our first version of user stories were not really that well defined (INVEST criteria) but we felt it was more important to get going with the research than spending tons of time defining the user stories really well. We have plans to reorganize and reformulate the user stories in the sprint review. Also when we define new user stories we will try to stick more strictly to the INVEST criteria. We were also a bit disorganized with using the scrum board (we used trello), but we have plans to improve the structure and organization of the scrum board.

Social Contract and Effort

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).

We are on schedule, we did accomplish what we set out to do this week. But we didn't do a proper effort estimation of the user stories in the sprint planning meeting. This is something we will change for the next sprint.

We have not had any discussions that led to us having to look back at our social contract, nor have we revised our social contract since it holds up true.

Design decisions and product structure

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

With our core functionalities (customer values) in mind we selected API's and frameworks that will enable the entire group to contribute, since we all have different backgrounds when it comes to programming.

For almost all of us, it is the first time we are creating a web application from scratch, so we have chosen frameworks that are easy to use, with plenty of tutorials and documentation online. To make it easy for us as developers to progress and bring value to the project each week. Since the goal of the project is for us to work with agile practices (scrum) and not the quality and complexity of the application itself.

Application of Scrum

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

We have set up a system where we have 2 product owners and 1 scrum master which rotate weekly based in a circle. The order was based on letters in the member's first name to keep it fair. This was done after the sprint had started so it did not have the same heavy impact as it should since one of the main focuses of the sprint master and product owner is to decide what is to be done in a sprint.

Our sprint master contacted every member of the team individually throughout the week to check up on their progress and if they needed more resources allocated to their specific task.

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

We have applied scrum, so we have assigned a scrum master, product owners and scrum team. Which hasn't had any big impact yet but it might simply be because we are mostly researching. Also, we are using a scrum board to keep track of the tasks, their subtasks and the progress made. The main point of it is to have all the teams on the same page.

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?)

We didn't start the sprint with predetermined roles, it was after the supervision session that Mazen strongly suggested we had PO/Scrum master every week. So we selected 2 PO's but since this sprint consisted of only researching and selecting framework/APIs for the project, we didn't really "show the PO the product". We had a discussion as a team on what to use. I guess you could say we were all the PO in the sprint review.

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)

There are almost as many programming tutorials out there as there are pictures of cats on the internet. We have used YouTube videos, blogs, research papers and other online tutorials to gain knowledge about all our tools and technology, oh and a bit of googling as well. There are a lot of YouTube tutorials that start from the very basics and give you an introduction to your tools, or programming language, or whatever which helps you to gain an understanding of the tool before you start testing it and googling for answers.