

Team reflection Sprint 1

U2

2022-04-08

Customer Value and Scope

- The chosen scope of the application under development including the priority of features and for whom you are creating value
 - This week, the highest priority has been to get started with the project and create a shared coding/development environment, so that we can reach our goal for the whole project.
 - The scope of the application is to make a way for our customer to display, categorise, filter and sort events. Displaying the events in categories is our biggest priority.
 - The coding environment should be a shared place where the team can develop the project and also deliver to the customer, Tickster. Therefore, it has been important to "start the project" this week so we can show the customer progress.
- 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)
 - Currently, we don't know much about designing and developing a website, since none of the team members have done that before. Since we have a mock-up, we know what we want to do.
 - We want to deliver a proof of concept, with decent UX Design, for Tickster that lets their customers display, categorise, filter and sort events. We also want to learn about scrum and how to develop a product based on a customer's wants and needs and how to develop a website with a backend and a frontend. We want to work well as a team and have an outcome that both the team and all individuals are satisfied with.
 - Firstly, we need to make sure that all the members are able to contribute to the code base of the project. This means that we need to set up a development environment for the framework that will be used for the backend and the library that will be used for the frontend.

From here we will start with one by one, implement the features of the application in the backend and frontend simultaneously.

When it comes to Scrum we as a team need to try our best to apply and follow Scrum practices in the project. This way we will get hands on experience of Scrum, which will be educational.

We need to learn about TypeScript and React in order to deliver a good/decent view of the website and to make it responsive.

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)
 - The things that have been working well is our meetings, communication, Scrumboard, conflict handling, Github, time planning, choose of scrum master and team work. All the team members have followed our social contract.
 - One thing that we can improve, in regards to the social contract, is the documentation of our meetings. During the first sprint we did not document our meetings and that could result in confusion between team members on what have been decided.
 - To reach our goal with documentation of our meetings, the scrum master of the week has the assignment to document.
- 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)
 - Currently the team has collectively put in more than 90 hours of active time in the project. As this is the first sprint and the team members are from two separate programs, much of the time has been allocated to sitting together in school with workshop sessions. As we have struggled with the development environment, many hours were used to try to solve the issues and to work in a scrum methodology with daily scrum meetings and discussions.
 - In the next sprint we would like to be more effective with the time we put in on this project. Many hours were lost in long discussions and could instead have been used to define more user stories etc.
 - When we are able to divide the work, we will be able to work individually and this will probably lead to that we can be more effective with the time. In future sprints, we will have in mind to "stop" and change approach if we come over a big problem that takes a lot of

time, in order to prioritize our hours towards customer value. Additionally, we want to think of other solutions to the problem we get stuck on, to be able to deliver something valuable to the customer at the end of every sprint.

Application of Scrum

- The roles you have used within the team and their impact on your work
 - We have chosen to have a member of the team that always is the Product Owner while the role of scrum master is passed on between remaining team members after each sprint so that everyone has a chance to try it out. Also, we divided the team members into two teams regarding the code-writing, some are more focused on the back-end and some are more focused on the frontend, some are going to put their focus in both and it is recommended that all team members try out both.
 - The role of Scrum master requires the person to take responsibility of hosting and documenting the scrum meetings as well as inserting new data into the KPIs. Since this requires time and effort the team believes that the Scrum master should not be expected to produce as much value in code as the rest of the members.
 - We want to continue with this role distribution for the coming weeks, so with need to make sure this is done. If we realize that there are any shortcomings in our approach, we will make changes.