Team reflection Sprint 4

U2

2022-05-06

Customer Value and Scope

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

  - This sprints priority has been to get started on the categorization and the search bar which is the main goal of this 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.

    We had a stakeholder meeting were we discussed the priorities of the project and decided that the categories and search bar is the main prioritization right now.

  - Our main goal is to provide value to the stakeholder. Value for the stakeholder is to come up with a solution for categorization. We also want the stakeholder to be satisfied with the solution we provide.

  - To achieve this we will discuss expectations and project scope with the stakeholder to be able to develop exactly what they want. Then we will create vertical user stories for the sprint backlog so that we can deliver a potentially shippable product at the end of every sprint.

- 1.2 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)

  - In this course we are learning how Scrum works as well as how to create value for a second party. During sprint 4 the team finally got a good understanding on how to work with scrum and how to estimate the velocity and the cost. Also how to work best when dividing the team on different user stories.

    Regarding our technical learning outcomes, we are still learning how to build a website with open data, backend and frontend.

  - The team wants to learn more about scrum and how to develop a product based on a customers needs. Even if we got a good idea of

how it works right now, there is always more to learn so that we are fully comfortable with it.

We want to learn how to build a website and also learn new developing systems.

– To accomplish these goals, we will continue the way we work. We will keep learning by doing!

Social Contract and Effort

- 2.1 Your social contract (Links to an external site.) (Links to an external site.), 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)

  – Answer: We drafted the social contract in the beginning of the project and it hasn't been updated since. The guidelines for meeting culture, KPIs, ambition, communication and for work allocation has been used through the project. Luckily we haven't had any internal conflicts to resolve.

  – Answer: We want the social contract to be a guideline that can be followed without the consequence of creating any internal issues within the group. The social contract should be fully comprehensive for all aspects of the project and no compromises should be needed. The contract should be understood and respected by all members of the team and should only be updated when needed.

  – Answer: Since there has been no need for any updates and no internal conflicts the team currently feel no difference between the current situation (A) and the ideal situation (B). Thus, there is no plan to change anything with the social contract.

- 2.2 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)

  – Answer: We have spent plenty of time to move the project forward within the team, but we haven't achieved exactly 100 %. This need to be addressed during the upcoming sprints.

  – Answer: The ideal amount of time spent on the course is approximately 20hrs/week for each member of the team.

  – Answer: A fundamental issue with our project is the review + retrospective on Fridays and the sprint planning on Mondays. This leaves three full days (Tuesday, Wednesday and Thursday) to work on the project which makes the 20hrs/week goal more difficult to achieve. However our plan is to work more during these days as well as have

the sprint planning in the morning and use the afternoon on Mondays to work on the user stories.

Application of Scrum

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

  - In the beginning, it was not very clear what the different roles (e.g. scrum master, product owner, stakeholder, coders) meant. Now, the team has learned the different roles, which has led to a clearer structure. For example, we have a guide for the scrum master to follow, which makes the scrum master role clear.

  - 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. This do of course require some extra efforts, but we have come to realise that ever since we defined and documented the responsibilities of the scrum master, the role does not really require the person to spend a lot of extra time. Thus we no longer see a reason to why the scrum master should be expected to spend less time developing the project code base than any other member. We do believe though that for a project of larger scale where more people are involved and where team members may work more separately, the scrum master might have to spend more time as communicator both within the team and with other scrum masters. This would then naturally lead to them having less coding obligations.

  - We have already made a good effort to apply the scrum-roles better and with every sprint we learn more about how to implement our different roles. This is also how we plan to continue to be better, by identifying what needs to be improved and find a way to improve it by researching and talking about it and helping each other remember and implement the changes we have decided to commit to. Since we change scrum master each sprint we feel that in the later sprints the scrum masters have learned from the previous scrum masters experiences and improved upon it and that is something we want to continue to do. The product is also getting more comfortable in their role and to continue in that direction the rest of the team encourages and helps out when needed. The coders are and will continue to help each other to grow and to solve problems in order to reach and maintain a good team spirit.