Team reflection Sprint 6

U2

2022-05-20

Customer Value and Scope

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

    - **A:** During the sprint planning, in the beginning of the week, we wrote acceptance criteria for each user story. The acceptance criteria have been pretty vague, but it still worked as a limit for when the user story is done.
    Often the acceptance criteria has been working as tasks. Then it created value for our team, in the way that you know what you should do.
    The user stories have been formulated in collaboration with the product owner and the stakeholder. The acceptance criteria is based on how specific the done-criteria for the user story is.

    - **B:** The acceptance criteria should not be as vague as they have been. It should be more clear what you have to do to fulfill the user story and it can be labeled as done.

    - **A -> B:** We should have added more time on writing good and clear acceptance criteria. We should also write tasks, and not use the acceptance criteria as tasks.

Design decisions and product structure

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

    - **A:** We are retrieving data from the Ticksters API to our backend where we filter it and thus deliver a modified version of the API to the frontend. The data sent to the frontend follows a structure, the frontend is only responsible for displaying it. We are also using Ticksters Style Guide to know what colors, font, measurements etc. to use. This has worked well, and supports our customer value.

    - **B:** We are still satisfied with these design decisions because they support customer value by retrieving real events from the API, which

is what the final product should do. It also follows the mockup and Ticksters design based on Ticksters Style guide.

- **A** -> **B:** We will continue working this way to retain our design decisions and support customer value.

- 3.3 How you use and update your documentation throughout the sprints

    - **A:** In every sprint we have a team TO-DO where we are supposed to document every change we add to our code. In this sprint the documentation was used to add additional functionalities such as tags and improving categorization. The comments in the code facilitated the developers understanding of the code.

    - **B:** The goal is to have documentation for all the code written so that every developer would have a good understanding of the code after reading through the documentation.

    - **A** -> **B:** Since our team works very closely together most questions and issues have been resolved through discussions so the documentation isn't at the goal stage, however it has been good enough for the project. Moving forward to future projects where the team might not work as close, it should be a part of the task breakdown to document all changes and additions.

Application of Scrum

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

    - **A:** By implementing the practises of Scrum in our project, the team was able to create a mutual plan the following sprint. This has been valuable since we at these planning occasions also were able to discuss any problems that needed to be solved and how to best solve them. Over all we believe that the structure Scrum has provided for the work on this project is a big factor in us being able to finish it on time. Something that we would like to improve though is re-planning when unexpected events occurred such as illness, or that some things turned out to be a lot more difficult and require more time than we first estimated. We unfortunately tend to not be as unified at the end of the sprint.

    - **B:** The ideal implementation of Agile practises would be that the sprints starts with a solid plan. The daily stand-up meetings would then be an opportunity to redistribute resources within the team as well as identifying problems that need to be solved. This would then be a way of ensuring that no member of the team feels like they have to much on their plate.

    - **A** -> **B:** In order to get to point B, we should be more careful with our daily stand-up meetings in order to get the most out of them. As

mentioned earlier, the part where we could improve the most is the redistribution of work resources on different user stories when they turn out to require more than initially estimated.

- 4.3 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?)

    - **A:** During our sprint reviews, our project owner (Ingrid) have held the meetings. The stakeholder has also been present during the sprint review. Our reflection of the sprint has helped us change the way we work and the sprint backlog, and therefor the team has delivered the most valuable things (according to stakeholder).

    - **B:** Our goal was to always prioritize the most valuable features, which we have discussed during the meetings with the stakeholder. This way, we always know what to prioritize and get done first.

    - **A** -> **B:** To make a great prioritizing, a good communication between the team/PO and the stakeholder is necessary.

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

    - **A:** In comparison to the other sprints we have become more and more adept at the Scrum methodology and have been more effective in our daily scrums and sprint review/retrospectives. After the last sprint where we had a short discussion with our teacher JP. The team feels confident in our approach to scrum and have better understanding of what works best for us.

    - **B:** The goal is to have full understanding of what scrum and agile means and what approaches a team can take to make scrum suit them. As discussed in a lecture in early stages of the course. Most companies have their own twist on the scrum methodology that is adapted to suit them. The goal is to find what aspects of scrum suits the team best.

    - **A** -> **B:** In order to reach our goal we have continuously learned and tried to improve our approach to scrum. In the last sprint for example the team extended the sprint duration, however in this sprint we decided that it did not increase the teams effectivity. The team feels comfortable in their knowledge of scrum and feel like the only way to reach the goal is to continuously work more with scrum in a real environment in future projects.