



**Linnéuniversitetet**

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## Software Project

## Report



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## How did the scrum master handle his/her role?

### Project management

Our scrum master was fully responsible, he created and onboarded our team and integrated us into organized through providing us a clear version of our product. He also facilitated communication and information exchange between product owner and our project team. As well, he monitored our project progress and also guided our team in implementing methodology rules to deliver rapid and reliable product.

### Influential

As our team leader, (scrum master) was able to bridge the gap between conceptualizing and actioning project ideas within our team. By motivating some of our team members and inspired us and maximize our team's potential.

### Collaborations

Scrum master hosted our daily meetings as by the rules. This helped us to get hands-on updates of our project, address potential impediments and linked up our team activities with our product owner's request. Apart from the daily meetings he also held demo sessions to demonstrate the project progress to our stakeholders. As while we sat back and waiting for the feedback which it was the important thing for our project team. As a scrum master he also ensured our success and sustainability of our project by reflecting on processed issues and took appropriate actions.

### Observant

Scrum master was more like a team member and facilitator. He was a good listeners and payed attention to the challenges faced by our project team. He was observant and soak in our team's daily activities, this helped us gain a clear view of our roles and contributions in the sprint sessions.

## How were decisions made?

### Team self-organization

Generally, our team had the authority to make decisions on what to do as well as to act on our decisions. Nobody was forced to pick up a task, mostly we decided to take the task as willing and this was a good idea. Our members were well disciplined and most of them took their responsibilities. Likewise, when it came to help and asking for help from our team members, they were helpful.

## What problems did you experience?

### Problems and solution

There were some of the problems noted and addressed in our team, first was delivery time. There were moments when we delivered unfinished sprint tasks, during the second last week. The problem was created by two courses collided. A three quarter of our group member had exam and the tasked had to be skip that week. But we all made it by putting extra time on our tasks and it worked out in the end. Second problem, was we did not have a tester in our group, because we all focused on the task and testing part

was done in the end before the delivery. This was not good to our project, we should have have a tester from the beginning.

## **What lessons did you learn that can be used in future team projects?**

It was nice to have members from different course. This led us learn from each other. Having members who could fix back-end and front-end was great. I have learnt to get off my comfort zone, try new skills and even it is ok to make mistakes in coding. Often many of us were worried of messing up the code, but after knowing it is reversible to go back to the last functioning code. It made us more flexible and willing to take tasks that we did know how to fix it despite of the research the coding part was few lines of code. Communication was very important in a group work, it made it easy for the group to get things done. It was interesting to get updates of the members. Choosing a good scrum master makes the team stronger, someone who is willing to be a leader and helper same time act like the boss.

## **How did the team get along?**

Team members on our team where very generous, transparent, disciplined and good in communication. We got along well from the beginning till the end of the project.

## **How did dividing work between team members work?**

Our team had members who knew back-end and front-end. Though it felt little tricky when it came to back-end in the beginning some had trouble with understanding the coding in angular and firebase connection. The back-end group and the scrum master explained some of the function and with help of sharing research things went well and all task where fulfilled in the end.

## **How did the development process work for your team? Any suggestions for improvements?**

Development process went good, we had our sprint review meetings every Friday for us to be able to get feedback and also the requirements was gathered in phase which the main focus of our project managers/stake holders.

Designing part, we chose a specific tool (angular material) which helped in defining overall project architecture. Angular material was good and had its cons too, such us the adjusting part was quit hard since it was ready made tool.

Implementation or coding, we used angular 5 and firebase. This matched our requirement and they do fit. We spend time to learn it and good tools. Unfortunately, its cons was difficult sometime we did a search we got information on angular js instead.

Testing was not much of a focus in our group, we didn't have a tester. Any group member would do the testing after he/she was done with task. The testing was performed quite later before delivery, it would have been better to assign a tester from the beginning of the project.

