

Self evaluation – Week 6 – Wincent

I acted as the simulated product owner this sprint, which was exciting. During the planning I got to set out the priorities for the sprint, and follow up on it at the end of the week. The team was able to deliver most of what was set out to be finished, and I can say from the view of the product owner that I am happy with the value which has been delivered.

From the outset the sprint planning felt difficult. During the regular round-table, almost everyone expressed a sense that it would be hard to divide up the tasks for this sprint. The priorities for this sprint was to: a) establish the client-server communication pipeline for requesting and retrieving a route; b) generate a basic route following the distance requirement. These two user stories were made to be independent, and from that we divided the group into two teams to tackle them.

I was delegated to user story (a) and that went smoothly. It was quite clear what had to be done and involved patterns most of us were familiar with. This was finished very early into the sprint, so in the latter part of the week the teams were able to combine.

User story (b) was more an abstract concept and what looked like a complex implementation. If we were to do this project again the route generation should likely have been prioritized earlier to get a better picture of the concept. The team which worked on this were able to get familiar with the APIs and generate a simple route following the outline of roads.

Coming the next to last day of the sprint, I had an idea of how the route generation could be improved. I discussed my idea with the group members present and then implemented it during that evening. What became apparent during the last day of the sprint is that a lot of double-work had been done. My implementation had made most code regarding the initial route generator unused. It was decided during the sprint review that we would continue with my idea going forward as it showed more promise.

Even though everyone in the group agreed the idea I presented showed more promise I felt it was a bit rude to go solo for one evening writing code making half of the group's work this week obsolete. I believe this could have been prevented with better planning, preferably looking at route generation over the course of a couple of sprints instead of starting now.