

Team Reflection: Week 3

As we are still in the first sprint, some of the topics are hard to answer at this point in time. Therefore we have chosen to limit our reflection for this week to only reflecting on "Social Contract and effort" and "application of scrum".

Social Contract and Effort

One part of our social contract we choose to include from the beginning which has proven useful is to start all our meetings with a round-the-table round, where everyone gets to talk uninterrupted. This is a good way to encourage everyone to talk, and enables us to better understand what the other teammates are doing, and has done since the last meeting.

One addition we have made to our social contract (code of conduct) is to include that we should always book our next meeting during the current meeting. This is to make it easier to manage our different schedules and make it so that as many people can attend.

So far most of the time spent has been to set up the project (defining User stories, setting up a repo in gitHub, learning bootstrap, learning Spring, and conducting research for the API's...). All of these tasks help build a foundation for the work to come developing our application but so far we have not delivered so much, but at the end of this sprint we should have a rough prototype of the UI for the application, with some basic features (navigating between different pages).

Application of Scrum

In the beginning of the sprint we created a schedule of POs for each sprint. We have also defined what specific tasks that the PO is responsible for, for example prioritizing of the user stories when planning the coming sprint. These responsibilities are added to the "Code of Conduct". We have so far not had a sprint review, but will have our first in the beginning of next week.

Since several people in the group are new to bootstrap, which is a tool we will use when making the application, we have applied pair programming as a way to learn and teach each other what we know. This is a technique that we will use continuously, at least in the beginning of the development process.