During this week we have conducted our third sprint and I think it is clear that we have developed our way of working with agile. Why I feel this way is something I will explain later in this reflection.

We started the week with meeting our supervisor and going through last week and what we are going to do this week. He suggested that we used weekly burn up/burn down charts, which is something that has been done this week (by the scrum master Isak). The weekly burn up chart (used with KPI tasks performed) and burn down chart (used with KPI estimated effort delivered) was interesting and a fun way to follow the teams progress. But I don't feel like they helped us as a team so much. This is due to the reason we don't work full time with this course, and that we have decided that the metrics are updated once the task/user story has passed review (done by other team mate(s)). This resulted in all tasks and user stories being marked complete either on thursday or friday. But I still got a better feeling for how this could be a good tool when working in real life, where progress can be expected to happen on a daily basis. For this tool to be more useful for us, it could be worth considering if we should have a graph where we show tasks/user stories that we have placed in review also, which could be updated without having to await other teammates to review the work done.

One thing that I think we all have improved is our planning phase of the sprint, where we this time had an efficient and well structured estimation of all user stories done with the help of planning poker. This week we estimated in a way that was actually closer to the truth, and it made it easier to actually prioritize what stories we should be able to complete in a week.

I also think we have managed to refine the user-stories to be even closer to that of the INVEST-model, which I think was one of the big reasons why we were able to deliver so much to our product this week. Primarily I think that the fact that all our stories were kind of narrow and independent were the biggest success factors, as this made it easy to distribute tasks to different team members, but still be able to get a product that is coherent as the user-stories describes what needs to be done, so there is not to much room to create new interfaces that could make it harder to connect the different pieces of the application together.

Another success story I think may be worth mentioning is that the prioritization of developing the skills of all the team members during the first two sprints really paid off in this third sprint. Where I feel like all members delivered value at a high pace, which I think is because we took our time to learn. Personally I was able to take time to help members in the team with their tasks, as me and Isak (we were assigned the same user-stories) were able to finish our stories ahead of time.

If there is one thing I think we need to develop right now, then I think it's writing acceptance criterions for the tasks and user-stories. Which is something we have done in a way by writing clear user stories, but I think we could make it even clearer. If we were to write do these criterions in a good way I think we could also avoid having to run our code through review all the time, and in this way be able to use the daily KPIs in a better way.