

Team Reflection: Week 4

Customer Value and Scope

So far the user stories have worked out well, sometimes the user stories were not totally clear without looking at the associated tasks. As a team we agree that the user stories have reflected the work we have done in the sprint, and that by just reading the finished user stories, one could get a good view of what has been done.

So far the effort estimation for our user-stories have not matched the actual effort it took to perform the actions associated to the story. One reason for this may be that this was the first time we did effort estimation, and that many of the team members needed to learn more about Spring, Thymeleaf or cookies before being able to work directly on some of the user stories. This resulted in it being hard to estimate how much total effort would be required as the effort for learning these tools had to be factored in.

Our effort estimation did not influence the way we worked so much this sprint, however it acted as a tool for us, and especially the PO (Lovisa), to decide which user stories to focus on for the sprint and also how many stories to the sprint.

This sprint is also the first where we used KPIs. The KPIs we chose are: Velocity (based on effort estimation and poker planning) and cumulative flow (how many tasks are marked done, in progress, or moved to backlog). So far we have not been able to utilize the KPIs, however we feel like they will benefit us when doing our review and planning. This as they act as great ways to measure how much we can achieve in a single sprint.

For cumulative flow it has not been used yet since we have managed to move all the sprints tasks to 'done'.

Social Contract and Effort

This week approximately 10 hours of group work have been done, more hours have been spent by the individual team members learning and working on their own. The time spent has to a large extent been focused on learning new concepts and tools. Such as programming cookies and getting a better understanding of the frameworks we will be using for the rest of the project. The fact that so much time has been focused on individual development, and not as much towards our product has made some of the team members feel like they did not contribute as much as they wanted, even though they put in the time and helped develop our application. Once again our round table discussion at the beginning of all our meetings has helped the team as it clears up the expectations of the group and gives a good picture of the progress we as a team have made.

Design decisions and product structure

This week we began to look at an alternative to Lantmäteriet for providing us with map data. The data provided by Lantmäteriet – at least the data we had access to – was in the form of rendered images we needed to analyze to extract what we needed. We found that OpenStreetMap was able to provide all the data we required without any excessive processing on our end. We hope that switching our effects to use OpenStreetMap will result in a smoother development and in the end a better product. OpenStreetMap and some associated projects provide free and easy to use APIs which in our testing has been faster than that of Lantmäteriet, which alleviates one of our main concerns with application performance. Work put into utilizing Lantmäteriet will be retired, meaning the work put into it will not be put to use. Hopes are that making the switch now is better than attempting to salvage what work has been done.

Application of Scrum

The development of the product has so far involved many tools. GIT as a version control tool and the Spring framework just to name a few. Several members of the group have also spent considerable time developing their knowledge and understanding regarding web development. In this regard the team as a whole feels that we have heavily relied on each others' knowledge since the more knowledgeable members have put a lot of effort into teaching the rest about these new concepts. For GIT all of the group members feel like being more exposed to the practical use of GIT have developed their skills regards GIT.