Individual Reflections Week 9

Group Bulbasaur

Johan Mejborn

Denna veckans mål var få ordning på sorteringsalgoritmen. Detta mål blev lite åsidosatt eftersom vi bestämde oss för att prioritera om och fokusera på att färdigställa sådant som ger mer kundvärde och som därför måste bli klart innan presentationen. Ett annat mål var att planera hur presentationen ska se ut vilket vi lyckats med även om en del av det content som ska visas upp ännu inte blivit gjort. Istället har jag försökt programmera en filter-funktion tillsammans med Nils vilket vi lyckades skapa ett skal för även om funktionen inte riktigt fungerar som den ska.

Sett till detta projekt började jag med väldigt lite förkunskaper till programmering med det initiala målet att jag vill förstå hur lång tid ett utvecklingsprojekt tar samtidigt som jag ville utveckla mina utvecklingskunskaper. Detta tycker jag att jag uppnått i projektet och det har varit otroligt lärorikt att få sitta ner och skapa något från början. Hjälpen som IT-grabbarna bistått med har varit ovärderligt och jag tycker att vi som grupp fungerat alldeles utmärkt ihop. Ett annat mål var att lära mig om SCRUM vilket jag också anser mig ha gjort. Vidare var ett tredje mål att vara med och programmera en tjänst som går att använda, om än i liten skala, vilket vi faktiskt lyckats med på bara 8 veckor. Grymt!

Lärdomar jag tar med till nästkommande projekt är att arbeta mer med uppföljning av effort per vecka för att det ska bli så tydligt som möjligt. I detta projekt har vi haft några veckor där vi legat bra till vad gäller gjorda user stories per vecka men vissa veckor där vi inte lyckats med så mycket vilket har varit svårt att härleda. Vidare tar jag med mig att vara noga med att inte lägga för mycket tid på enskilda aktiviteter som eventuellt inte är värdeadderande utan sätta en pott av timmar per uppgift som man maximalt får sitta med dem utan ta hjälp eller helt enkelt släppa uppgifterna. Detta för att projektet ska fortlöpa i så bra takt som möjligt. För att nå dit i nästa projekt tror jag det är viktigt att ha en dialog och kommunikation i teamet så att man har en övergripande koll på vad alla gör och hur lång tid detta tagit, kanske genom tidrapportering, för att se till att teamets medlemmar lägger energi på rätt saker vid rätt tid. Slutligen tror jag bättre kommunikation i övrigt hade gjort arbetet enklare vilket givetvis blir lättare genom att jag nu personligen innehar med kompetens om utvecklingsprojekt vilket gör att jag har bättre koll på hur lång tid saker och ting tar och därför är enklare att kommunicera med.

Nils Netz

Denna veckas arbete har fortsatt på ett bra sätt. Genom enkäten fick vi reda på vad kunderna värderar med vår app och vad vi ska lägga fokus på att utveckla. Detta ger oss en insikt, som kanske kommer lite sent, vi hade behövt göra denna enkätundersökning tidigare i projektet för att undvika att lägga tid på sådant som ändå inte ger kundvärde. Detta tar jag med mig till nästa projekt.

TBC

Matthias Andersson Baumgartner

Denna veckans arbete har gått bra. Genom survyn fick vi reda på de tre funktioner som kunderna värderar högst. En av dessa var en filterfunktion för kartan, som jag och Mejborn började koda på. Detta gick förvånansvärt bra varav vi löste grunden med GUI och logik kring funktionen. Det som saknas är hur den ska implementeras i utmålningen av MeetUpsen. Detta valde vi att vänta med då vi inte var helt hundra på hur vi skulle lösa det och valde därför att ta hjälp av IT-studenterna istället. Vi har även påbörjat final reflection. Målet att kunna programmera mer självständigt förändras inför nästa vecka då vi är i slutfasen av kodandet och fokus kommer istället skiftas till att förbättra GUI och att skriva en final reflection. Därför kommer det nya målet istället att vara att skriva så mycket jag kan på reflektionen. För att nå mitt nya mål ska jag försöka avvara så mycket tid som möjligt och samtala i gruppen så att allas åsikt i de olika frågorna tas med. Utöver detta ska vi även fila på en presentation. För att alla ska vara delaktiga i skapandet av presentationen valde vi att inte bestämma vilka som presenterar innan vi färdigställt presentationen. Kommande vecka kommer jag, och I-studenterna, förmodligen kunna bidra genom att skriva mycket på final reflection då vi är vana med denna typen av uppgifter plus att IT-studenterna har mycket plugg inför tentor.

Mitt bidrag till gruppens deliveries denna veckan är således påbörjan av filterfunktionen och final reflection. Mitt bidrag till gruppens användande av Scrum är att jag närvarat på alla möten, gjort de uppgifter som jag tagit på mig, skrivit individuell och delar av final reflection.

Hassan Jaber

For this week my goal was to put a lot of effort towards the presentation of the project. This I did by coming up with the idea of filming different segments of the demo which we would present, and also having the film be a story about a certain consumer, and I put forward this idea to the group and Håkan, which was well-received. I have also, together with Johan, constructed a manuscript for the film, and important bullet points we aim to talk about during the presentation. Another goal of mine was to remind myself of the value that the application brings the consumer, this happened organically when constructing the presentation, together with the group we really reminded ourselves of what actually are the most important parts of the application in terms of value.

From my first Individual Reflection: "During the course of this project, I aim to learn a whole lot about Scrum and how it is used in a project, group dynamics, software engineering projects generally, the business side and the interplay between them all. My way of achieving my learning goals is by for one; actually developing a software engineering product, where all these aspects are in motion "Learning by doing". I will also attend as many lectures as possible, research Scrum via internet sources/the library.

Lastly, I will utilize my group-members knowledge and experiences to my advantage, the individuals of our group is the greatest asset we have."

*When it comes to how much I've learnt about Scrum and the agile process, I've definitely learnt a whole lot. Most of the knowledge has come during the aftermaths (now), I now realize the importance of evaluating **why** that week was so good and **why** that other week was so bad. This is something that flew past us during the actual project, we often only evaluated why we had a bad sprint, but neglected the good weeks, which lead to not knowing how to make the bad sprints better. I learned that it is extremely difficult to plan out every single thing in advance, we tried to make very well constructed user stories at the start, but realized it would take too much time to slice **every single user story**. Instead we only made rough drafts of the user stories and when they got picked out for a specific sprint, we developed them further. There are many examples of where I've noticed that something is wrong and then fixed it afterwards which follows my way of achieving my goals by "Learning by doing".*

When it comes to group dynamics, it's been fun, challenging and beneficial for two reasons, throughout my 2 years in the IT program in Chalmers, I've had exactly the same group members for every project; now I've worked with 3 new people, but not only that, they have been from a different program. The challenging part of it has been the gap of knowledge, they didn't know as much about software development as we did, we didn't know as much as they did about value/"business" etc. as they did. Notice my use past tense in that sentence, that is the beneficial part of our group, the exchange of knowledge. I would argue that we now have pretty much the same knowledge about those two parts. I achieved my goal of utilizing my group-members knowledge and experiences.

Furthermore, I've of course learnt a great deal of things that I didn't think I would. For example it's been a learning experience dealing with group members for example being off on vacation abroad. I made sure to communicate a solid plan before their leave and also communicate through different channels during their leave and keep them up to date. This was very important, because in some parts of the project, we were very dependent of each other.

Also, maybe the most important thing, I've learned the importance of reflection. By the start of this course, I thought of these reflections with frustration, "Why is it mandatory to write 9-10 individual reflections?". But now, I really see the importance of it, not only for software development, but for life in general. I've actually started to set up goals for my weeks, e.g. cook this food that day, cook this other food that other day, wash my clothes this day, etc. I can then look back at that plan when the week is done and either be disappointed at myself, or very happy that I've actually achieved something that week.

*One learning experience that really stood out to me specifically was that it is important to in **before-hand** discuss how important this certain feature is, and to set a deadline on how long we should work on it if we find ourselves struggling with it. I dealt with this issue first hand when trying to implement SnapKit/Bitmoji fully. I started implementing it, got about 70% of the way done, when I started experiencing roadblocks, no matter how much and how long I tried, I just couldn't get it to work how I wanted it to. First of all, I discussed this with the group way too late, and second of all, when I did discuss it, I didn't make it clear how much of an issue this really was. This lead to me putting over 25 hours on something that didn't even end up being finished at the time of me writing this. If we had put a deadline*

on for example how many hours maximum we could put on that specific feature, we would of avoided this. If I had discussed this with the group earlier, maybe somebody would of had the time to help. This experience was very frustrating at the time, but now I take it as an incredible learning experience I take with me going forward.

Looking forward, whether it would be further developing this specific application or working on another software project, I feel I've armored my toolbelt enormously. I know the importance of reflecting and evaluating, how to set efforts and velocity, how to deal with group members on vacation, how to work together with people from different backgrounds, setting deadlines, discussing issues early, group dynamics, value and so much more. If I were to start up a new project with new group members, the bullet points I'd stress that I would want us to work on and think about would be:

- Slicing the cake
- Discuss, **alot,** just communicate with each other
- Don't underestimate the value of daily scrum
- Set deadlines
- Make sure everyone's happy and satisfied with their own work and with each other

All in all, I am incredibly proud of myself and my own journey, I've progressed as a person, a software developer and as a fellow group member of a software engineering project. I am also extremely proud of my group members, the progression was amazing to see, especially from the I-students that at the start said that "they cannot program", which was proven not to be true.

Alexander Örnbratt

Last week's goals and objectives were to completely finish the MeetUp view and try to work on another user story with high priority if I had the time. I was confident that I could finish the MeetUp view, but did not believe that I could get much more work done, considering I was still abroad. However, I was able to find the time and worked an immense amount on finishing both the MeetUp view, as well as QR code-scanning and viewing functionality, along with showing a list of friends who wish to join the event in the MeetUp view, in addition to fixing a bug with how the log in/log out button in the navigation menu worked. I am very pleased with my achievements pertaining to this specific goal of mine. Another goal of mine was to be more present in the group discussions in the Sprint and have continued communication with the other group members. While I believe that I kept as much contact as I could with them, I did not get the chance to actively take part in their discussions at the set meeting times throughout the Sprint, however, now I am back from my trip so I can pick this back up again.

My contribution towards this Sprint's use of Scrum was almost the same as last week, to be active during the meetings and work sessions. Because I was abroad, I could not be physically present at the meetings, however, I was able to schedule my own work sessions and contact my team members to make sure I was working on the relevant issues. At a meeting this week, they wrote down important ToDos, so I was able to follow these and fix the problems that they deemed most urgent. I was able to contribute towards this

week's deliverables in the same way as last week: to write my individual reflection. I was told that we are not supposed to write a team reflection this week and instead focus on the final reflection.

As described above, I am very pleased with the amount of work I finished this week, and even more so when considering the fact that I wasn't in Sweden. My goal for next week is to take part in planning the project presentation, doing some work on the final reflection, as well as making any last-minute changes to the project code that are needed. Since I am back in Sweden, I will increase my presence at the meetings and work sessions that we have this week. To achieve these objectives and goals, I will work on the weekend on finishing up the code and the presentation, in accordance to what the group believes in most necessary, as well as continue working after the presentation on getting the final reflection completed.

As this is the last individual reflection for the project, it is worth mentioning my progression in terms of my goals and objectives since Sprint 1. The first few weeks for me were focused on getting to know the group and the way that we would be working, with Scrum. This was achieved through team-building activities, and lectures and exercises on the correct use of Scrum. These objectives slowly progressed into planning the project, both in the sense of the application code and ideas, as well as how we would function as a group during the course of the project. This was achieved through several planning and brainstorming sessions in order to come up with a good plan for the app, as well as assigning a primary role to myself: secretary and meeting planner, which is a role I sustained for a large duration of the project, only decreasing during the time I was away. The goals eventually progressed into improving the formulation of the user stories and tasks, and then proceeding to implement them. This goal stayed the same for several weeks as I was implementing the user stories. I ended up working on many different parts of the project, but mainly MeetUps and their views, as well as general fixes and work on registration, logging in, users, the database, and the map views. Reflecting on how my goals and objectives progressed over the weeks, I believe I stuck to good plans and a good schedule, worked on what I wanted and needed to work on, and thus achieved all my goals that I seeked to achieve. All in all, I am very pleased with my contribution to this Software Engineering Project.

Axel Svensson

My objectives for this week was to complete my user story from last week, have a good demo for Håkan or Jan-Philipp and to work on the presentation.

The user story regarding my first objective was to finish the view and the functionality for a friends profile. In the beginning of the week I had no problem working on the user story, but as the time past by, some group members changed a little in the database whilst I was working on an old branch that wasn't up to date with the communication. So I had a lot of nullpointerexceptions to handle while I was working on fetching data and sending it around from activity to fragments. However, I was able to solve my tasks anyway and made the code more secure by preventing other nullpointerexceptions to happen. Unfortunately, I didn't complete it in time for the demo session. So when we showed Håkan this view, it had everything except that there were two lists that wasn't populated with meetups. But otherwise I think

the demo session went pretty good until we got an nullpointerexception. This was one of the problems that caused nullpointerexceptions that I later fixed, as I stated above.

The last objective was done when we were all together and discussed how we should present our work to the others on monday(27th of may). We discussed what to be included and what we had to do before the presentation. I got some extra tasks that included making some activities look better and make the whole application more uniform be changing that all views had the same color scheme and changing some structures in some views.

I also participated as much as I could in the discussion regarding the presentation and the final team reflection.

My contributions to this weeks usage of SCRUM has been to as mentioned above, participated in the meetings regarding the final presentation and final team reflection. I have also actively participated in all other meetings we had this week and tried to help others with their user stories when they asked me, so that everyone would be done in the end of the sprint.

My contributions to this weeks deliverables has been to write this final reflection and to plan the final team reflection and presentation as mentioned before.

As this is my last individual reflection for this course, I want to reflect on what i've learnt, which skills I will continue with and what I want to change for upcoming projects.

TODO...

Ludwig Hultqvist

Since last week I have finished the goals I set with completing the discover page of the app and it can now fetch and display real featured users/meetups from the database, as well as friends and meetups of an actual user. Even tho this is just "small progress" since the last sprint, it is still a big improvement in terms of the user value for that part of the application.

In terms of my contributions to groups usage of SCRUM this sprint, I have contributed by participating in the meetings as well as the coding sessions. During those sessions I have actively tried to make sure that not only I, but the group as whole is making progress. This has been done by checking in on the other members and synchronizing our work to make progress efficiently.

Another contribution of mine is to actively take part in the discussions and planning of what to include in the five minute span of the final presentation. I have also started planning ahead for the final reflection together with the other group members.

In terms of my deliveries this week, I have written this final individual reflection. Like stated above, I have also started discussing important topics for the final group reflection which will be the last deliverable I and the group will have together.

Since this is my final individual reflection, I will not only reflect on this last sprint but as well reflect on this project as a whole. TODO…