

Individual Reflections Week 4

Group Bulbasaur

Johan Mejborn

Förra veckans mål var att vi skulle börja producera kod enligt vår SCRUM-metodik tillsammans med våra nya efforts, DoD och velocity. Detta har vi lyckats med även om vår effort-uppdelning inte var så bra. Jag har bidragit genom att parprogrammera tillsammans med Matthias Bumgartner där vi har kodat verifikationsvy för när en användare skapar nytt konto. Det har varit roligt att faktiskt kunna bidra med kod till applikationen och jag hoppas att min inlärningskurva fortsätter att peka positivt och att jag efter nästa sprint kommer att kunna arbeta mer självständigt med utveckling. Arbetet denna veckan har gått över förväntan och vi har oväntat snabbt kommit in i kodtänket även om vi har behövt ta hjälp av IT-grabbarna för att ladda upp koden till Github och liknande. Jag har också bidragit genom att vara med på samtliga möten, både måndag och torsdag. Jag har varit med och skapat velocity och effort samt varit med och skrivit teamreflektionen. Genom mitt bidrag till teamreflektionen och framtagningen av förra veckans effort, utvärdering av dessa samt framtagning av nya inför nästa sprint har jag bidragit till teamets applikation av Scrum.

Nästa veckas mål är att vår verifikationsvy ska fungera ihop med databasen och att vi ska ha gjort det mesta på vår nästa user story, där användaren ska kunna logga in på sitt konto. Jag vill också känna att jag utvecklas vidare i Android Studio vilket jag verkligen har känt denna veckan samt att jag känner mig mer självgående i kodskrivandet och valideringen av densamma.

Nils Netz

Jag har varit bortrest (på grund av arbete utomlands) under denna sprint, men arbetat på distans. Jag har hållit mig uppdaterad genom att läsa mötesanteckningar, reflektioner och trelloboarden.

Denna veckan har målet varit att skapa en demo som produktägaren kan komma med kritik på. Vi inledde även denna cykel med att skapa en DoD och en velocity för teamet. Detta lyckades vi med, även om effort för user stories var lite off. Mitt eget bidrag var att komma med input till diskussionen och att försöka effektivisera processen att skapa allt. Efter detta delade vi upp ett antal user stories mellan oss, som skulle vara klara vid slutet av veckan. Jag blev tilldelad att skapa en inloggningsvy till appen. Min plan var att sätta mig med detta under onsdagen, men innan jag hann börja blev min uppgift tilldelad andra gruppmedlemmar, vilket gjorde att jag inte kunde sätta mig in i det arbetet.

Nästa veckas mål är att bygga ihop de olika delarna av systemet för att få till en fungerande helhet. Förhoppningsvis kan jag bidra mer till detta arbete än jag gjorde denna vecka. Jag är inte helt nöjd med min insats under denna vecka. Jag hade velat ha mer tid att sitta med projektet. Detta ska lösas genom att jag kommer hem till Göteborg under sprinten, vilket ska ge mig mer tid att arbeta med projektet.

Mitt bidrag till teamets användning av SCRUM är att jag var med på vårt SCRUM-möte i torsdags där vi bestämde vilka user stories som skulle behandlas under veckan. Jag bidrog även till färdigställandet av DoD, velocity och effort, samt skriver denna reflektion.

Till denna sprints deliverables har jag bidragit med denna reflektion, utöver det jag redan skrivit.

Matthias Andersson Baumgartner

Förra veckans mål var att lära mig grunderna i Android studio. Detta uppnåddes genom att fräscha upp minnet genom att kolla igenom gamla labbar, men främst genom eget arbete och en gedigen introduktion från IT-studenterna. Veckans arbete har gått bra. På grund av lägre förkunskaper har jag inte kunnat tillföra lika mycket värde på samma tid som resterande i gruppen. För att komma till bukt med detta problem har jag och Johan par-programmerat för att på så sett kunna lära oss av varandra och öka effektiviteten för oss både. Tack vare hjälp från andra gruppmedlemmar har vi skapat en verifikationsvy som checkar om accesskoden som användaren skriver in överensstämmer. Inför nästa vecka ska vi fixa klart verifikations-vyn och dessutom skapa en inloggningsvy. Detta ska lösas genom parprogrammering och stöd från gruppen. Till nästa vecka vill jag lära mig hur man gör förändringar i det befintliga GUI:t för vyn, mer specifikt hur man lägger till så att boxarna får röda outlines vid felaktig input. Alexander har redan gjort detta för en annan vy så förhoppningsvis går det att återanvända denna kod när jag förstått den.

Jag kan hjälpa gruppen med min kunskap genom att parprogrammera och på så sätt lära mig snabbare, men också lära den jag programmerar med.

Mitt bidrag till gruppens användning av SCUM är att jag närvarat på alla möten, varit delaktigt i skrivandet av teamreflektionen och har även skrivit denna personliga reflektionen. Fortsatt ska vi göra om effort och velocity efter input från Håkan. Detta då vår grundtanke var att vi hade 140h som grupp och satte velocity därefter. Dock skiljer sig värdet varje medlem kan skapa på 20h ganska markant beroende på förkunskaper. I takt med att alla blir säkrare på programmet och mer införstådda i uppgiften kommer vi därför behöva göra nya estimat för effortsen. Att bestämma ny effort på varje userstory kommer därför ske vid sprintplaneringen.

Hassan Jaber

My last weeks goals were to together with the team; determine a velocity and set specific efforts for each user story. Unfortunately I fell ill the day of those assignments, so I could not be present when velocity and efforts were set. Fortunately though, the rest of the group handled it on their own, as we should never have to rely on one specific individual, this was a perfect example. I also had an online meeting afterwards with Alexander, in which he told me about the meeting I missed, and thus we had a discussion about it. I also picked a user story which I had the goal to finish by the end of the sprint. I also had the goal of further helping my group members with developing an android application, which I did during

our working session. When working on the implementations and foreseeing the acceptance criteria and tasks, I really noticed that we need to focus more on slicing the cake and making them more detailed. Due to the lack of detail, the user story cannot be moved to “done” as of now, but probably will be moved after our meeting in which I will suggest a modification to that specific user story. As for the specific user story I was assigned to, (Som användare vill jag kunna skapa ett konto för att kunna spara information) I noticed that it was way bigger than I expected it to be, mostly because of the lack of detail and the difficulty of adding a certain API to our software. Luckily, Alexander finished his work early, hence had nothing to do, and helped me with my user story.

Hence one of my goals for this week is to make sure all user stories that are selected to the sprint backlog are detailed and as perfect as they can be, both acceptance-criteria/task-wise but also effort wise. This goal I will achieve by discussing it with the rest of the group during our upcoming sprint planning meeting. I finally managed to implement the Snapchat (bitmoji) api into our application, and gathered a fair bit knowledge about their system. Therefore another goal of mine is to help other group members on how to implement it in their specific user story, since it will be used in various parts of the application. This I will accomplish by making it known that I am up for grabs if anyone needs help in that area. And as always, I aim to have read through every specific individual reflection, in order to know if there are any problems within the group, and if I can be of help.

My contribution to this week's work of scrum was that I was present and held the daily scrum meeting, I sent my thoughts of what should be discussed to Ludwig before the meeting I missed due to illness. And this reflection also contributes to this weeks work of scrum.

Seeing to this weeks deliveries, besides what I've already mentioned, I also took part in the creation of the demo/prototype version of the application.

Alexander Örnbratt

My individual goals for last week were to work on a couple of user stories and help other members of the group to get up and running with their skills in programming, especially when it came to Android programming. Another goal of mine, whether I happened to say it last week or not, was to improve the tasks and the user stories that I was to take on, because I felt that their wording and explanations could be greatly improved upon. I definitely believe that I fulfilled all these goals this past week to a great extent. I mainly worked on the two user stories that were to create a simple prototype of the app, with very basic functionality, to show the teachers on the Monday, as well as creating a view through which the user of the app can register a new account. I finished the former user story completely (with the help and guidance of a few other team members), while the latter user story was almost finished, although a sizeable portion of it was worked on by Hassan. I also achieved my goal of helping the other group members with Android programming tips and principles, as I spent most of the work session on Monday assisting others with their code. The last goal, to improve the user stories on Trello, was also achieved, and will continue to be a goal of mine as long as the project is in motion. I was able to greatly improve the tasks (and add other important ones) on some of the user stories so that they don't sound like acceptance criteria, and so that it is much clearer what the programmer actually has to complete.

Initially, my objective in terms of user stories, was to only create the prototype, but when that got finished quickly, I realized I had to give myself more work for the week, which was why I talked to the group on the Monday meeting and was assigned more user stories.

My contribution towards the team's use of Scrum this week was to be active on all the meetings and planning sessions we had, as well as working in an agile fashion, working incrementally on my user stories, and helping others with their code when needed. My contribution towards the team's deliveries has been to write a large part of the team reflection, as well as this individual reflection. If one is to count the prototype that we showed the teachers as a delivery, then I made a major contribution to that, considering I wrote almost all the code for it (note: with the help, tips, and guidance of almost all the other group members).

My objectives and goals for next week will be, similarly to last week, to take on more user stories (this time related to connecting the existing views together, as well as creating new views/pages in the app), as well as my constant goal of improving the existing user stories and their tasks. An additional goal of mine will be to help the other group members with their programming if needed.

To achieve the goal of working on more user stories, I will first focus on getting the bugs fixed in the existing ones I was assigned to, and then to start working on a new view: the MeetUp-creation-view. I will most likely not have as much time to work on the project this coming week as I had last week, however, now I know more clearly exactly what it is I must work on and I have some good ideas for how to solve the problems that may come up in the user stories I am assigned to, due to the fact that I did a great deal of researching Android-related code online this last week during my time working. To achieve my goal of fixing the user stories so that they are easily understandable, I will spend time reading through them carefully before I take them on. I will also attempt to help the rest of the team with any problems that come up in their code.

Axel Svensson

My objectives for this week was to set an velocity and effort for the user stories and define the DoDs together with the group, and to make an prototype of our idea to show at the tuition with Håkan or/and Jan-Philipp. The first objective was done by setting a velocity and effort for almost every user story after the SCRUM planning meeting. Our idea was to count the velocity in hours, and as group we should spend 140 hours on this course every week. And then we decided the effort according to how much time we thought each user story should take. This however was not recommended by Håkan.

After we had decided the velocities and efforts, we defined the DoDs. This was done by agreeing on what we thought the definition should be for every category (each category handles a specific value for either us as a group, us as developers or to the customers).

My other objective was achieved the day after the SCRUM planning meeting by having a programming session on a projector screen together with Alexander, Hassan, Johan and Matthias. We sat down and started with setting up the google maps API and then adding a clickable marker which then took us to a

event-screen. My contribution in this was to help the others and create the event-screen, hence showing how to create a view and fetch information to display on an activity

My objectives were completed very early in the sprint, so I initially chose one more user story. This user story was however not done properly and should have been decomposed to smaller user stories. Said and done, the group agreed to separate the user story and I ended up with both, as they apparently were closely attached to another. This led to me not completely finishing all the tasks.

So for next week, I want to finish these tasks so that the user stories can be moved to “done” in our trello. Another goal is to help my group members with the user stories they’ve chosen. This is because the total amount of effort became too high for the sprint, and some group members requested some help.

My contribution to this week work with SCRUM has been as mentioned taking part of the SCRUM meeting where we decided velocity, efforts and DoDs and the planning of the recent sprint.. I have also tried my best to finish every task I’ve chosen and to help my group members when they needed. And at last, the writing of this reflection and team reflection

My contributions to this week's deliverables have been as stated before, taking part of the creation of the prototype to show on the tuition, and to write the reflections.

Ludwig Hultqvist

My main objectives of this week, which were to set a Definition of Done, the velocity of the team and efforts of the user stories, were all achieved in some sense. This was all done during a meeting where we discussed the matters in the group until we all agreed on the result. A clear Definition of done was set with specific requirements of how and when user stories can be created and moved between the columns in Trello.

The velocity was set by accumulating all of the hours each member is expected to spend on the project each week. That means that the velocity is initially set to 140, which is 20 hours per group member a week. Included in those hours, beside the user stories, are the SCRUM-meetings and other meetings, as well as the individual reflections and team reflections. I contributed to this by simply discussing various thoughts on how we could set the velocity, and in my eyes this was a great way. Since the number itself is just a dummy-number to adjust the efforts to, it doesn't really matter what it is. But since we interpret the number as hours, it will be easier to adjust the efforts to it.

The initial efforts of all user stories were set as well by quickly discussing their approximate greatness. Since this is the first week which we have started implementing user stories we chose to set all efforts extra high to make sure that they were reasonable. I contributed to this by trying my best to use my knowledge to determine how long the user stories might take at most. However, like stated above, the efforts were set “too high” and by each sprint planning, the efforts of the chosen user stories will be re-calibrated to be more reasonable. I think that this is initially a great method of setting efforts since

most of the group is not very use working this way, and the efforts will then be better by each sprint. The first evaluation of the efforts will be done during the next scrum meeting.

I also initially chose two user stories. The first user story was to create a diagram over the structure of the database, which was done in Lucidchart. The second was set up Firebase which was to create an account, a Firebase project and adding the required API dependencies. When I got a clearer sense of how Firebase stores data, I also had to revisit the structure diagram and update it.

Both of the stories were done much faster than anticipated, which is an example of the efforts being to high. And since I was done with them early, I chose another user story during the mid-week SCRUM meeting. This was to implement a way to sign up and sign in a user in the database by using phone validation. This was done by coding according to the Firebase authorization documentation.

Besides what is stated above, my contributions to the use of SCRUM has been to present my work during the meeting, as well as helping to plan the week. My deliveries this week has been the implementation of the user stories mentioned above, as well as this reflection and the team reflection. I have also done my best to help other members during the work sessions in group.

Overall, I am happy with the work archived with this week and the only issue I am concerned with is to update the efforts of next week's user stories. Hopefully this will be archived by next sprint planning.

The objectives of next week will be to assess the work archived and determine what will be done differently, especially the efforts set. The optimum way to archive this would be to discuss the matter during a meeting and decide there how we to proceed. I will then try to contribute with my thoughts and knowledge gained this week.

My personal objectives will be to choose one or more user stories to implement next week, which will hopefully be to continue with implementing the communication with the database.