Individual Reflections Week 3

Group Bulbasaur

Johan Mejborn

Förra veckans mål var att jag skulle lära mig mer om SCRUM och de olika delarna vilket jag tycker jag lyckats med denna veckan, tack vare våra SCRUM-möten och föreläsningsmaterial i kursen. Det andra målet var att vi skulle ha skapat user stories att utgå från i utvecklingsarbetet vilket är gjort genom en sejour, som jag tyvärr missade på grund av en utlandsresa, men jag höll mig uppdaterat genom en telefonavstämning med Mattias och jag gick igenom materialet i efterhand. Vi har inte börjat skriva kod ännu men vi har gjort en planering och struktur, tagit fram velocity, effort och DoD (definition of done).

Ett annat personligt mål var att arbetet remote ska fungera bra vilket det har gjort. Jag har inte kunnat närvara på långmötet på måndagen men jag höll mig ändå uppdaterad och hade möjlighet att vara med hela passet på torsdagen vilket gör att jag nu är i fas igen. Denna veckan har jag bidragit genom att vara med och skapa velocity, effort och hur vi ska lägga upp arbetet framåt samt genom att vara med och skriva team-reflektionen samt den individuella reflektionen. Jag har också laddat ned och gjort setup till Android-studio vilket gör mig redo att bidra till kodandet. Nästa veckas mål är att vi ska ha börjat producera kod enligt de user stories som vi lagt i Sprint Backlog och att dessa ska vara slutförda vid nästa veckas slut. Då kommer vi också att utvärdera den velocity och de efforts vi satt för att se hur bra vi har uppskattat dem. Antagligen kommer en del justeringar behöva göras men ett annat mål är att kalibrera värdena. Jag bidrar till teamets applicering av SCRUM genom att vara med och skriva teamreflektion och vara med på SCRUM-mötena för att utvärdera och utveckla hur vi använder metodiken vilket är lärorikt.

Nils Netz

Förra veckans mål om att skriva klart alla user stories är delvis uppfyllt. Mitt personliga mål var att lära mig mer om user stories och hur man skriver dem, vilket jag tycker att jag lyckats med. Det jag lärde mig mest av var Håkans handledning om definition of done och velocity, men jag lärde mig också av det praktiska att skriva user stories.

Gruppens mål var att skriva klart alla user stories, och till det bidrog jag genom att vara med vid själva skrivandet, men också genom att lära mig mer om dem själv. Ju mer jag kunde om dem, desto lättare var det att bidra till gruppen. Vi lyckades inte helt klart med user stories iom att vi inte satte specifik effort på dem och eftersom vi inte skrivit en DoD är det svårt att veta om vi faktiskt är klara med alla user stories.

Till nästa vecka är planen att vi ska skriva just en DoD, sätta en velocity för teamet och en effort för alla user stories. Där kan jag bidra med tankar kring våra user stories och hur mycket jag tror att jag själv kan klara av. Till teamets användning av scrum bidrar jag genom att skriva personlig reflektion, genom

att göra mitt bästa för att hinna med det vi sagt att vi ska göra och genom att utvärdera varje cykel under tiden som den är igång.

Matthias Andersson Baumgartner

Målen från förra sprinten var att skapa alla user-stories och mina personliga mål var att få stenkoll på SCRUM samt lära mig mer om hur man utvecklar user-stories. Mina personliga mål uppfylldes ganska naturligt vid det fortsatta arbetet och genom att lyssna på de andra i gruppen lärde jag mig snabbt hur en user-story bör formuleras. Målet som vi som grupp satt nåddes nästan. Vi blev i stort sett klara med alla user-stories, dock glömde vi fastställa ett "definition of done" för förra veckans sprint vilket gör det problematiskt att hävda om vi är färdiga eller inte. Vi hade även glömt att bestämma vår "velocity" samt vilken "effort" som veckans arbete skulle ta. Detta är en lärdom jag tar vidare inför kommande arbete.

Inför nästa sprint vill jag lära hur man bygger upp grunderna i en applikation i Android Studio. För att nå detta tänker jag ta hjälp från resterande i gruppen då de har skapat en applikation i en tidigare kurs. Jag tänker även fräscha upp minnet genom att kolla igenom gamla laborationer i tidigare kurser. Inför nästa vecka är planen, på gruppnivå, att fastställa ett "definition of done", bestämma gruppens "velocity" samt bestämma "effort" på alla user-stories.

Mitt bidrag till användandet av SCRUM är att jag var närvarande vid SCRUM mötet och att jag skriver denna individuella reflektionen. Utöver detta la jag även in många av de framtagna user-stories i vår backlog på Trello.

Mitt bidrag till gruppens arbete denna sprinten är att jag har varit aktiv i utvecklandet av user-stories och lagt in dessa i vår backlog i Trello.

Hassan Jaber

My last weeks goals were to develop my knowledge about Scrum even further, this I did by watching Youtube videos on the subject, and gained some insight by a Scrum master in my workplace. I also had a goal of creating a template for "Daily scrum meetings", which I did. I also, together with the rest of the team, helped develop the user stories for the software. I also helped some group members setting up Android Studio, in order to make this next week's sprint easier for them. This was done via sitting next to them and helping them, and also by them following my pdf "GitHub for noobs". The Scrum Planning-meeting I believe went well, we set a reasonable sprint size, but what we could improve on is using the tool "Velocity" and "Effort", in order to make this even better. This is also something we got input on from Håkan at one of the tutoring sessions.

For this week, the plan is to determine a velocity, and set specific effort for each user story. This is something I want us to have done early during the sprint, because the rest of the sprint will most likely have an impact by this. I also aim to further help my group members with developing an android

application, as I have done this before and have experience with it, I believe my help can be useful to them.

My contribution to this week's work of scrum was that I held the scrum-planning, scrum review, scrum retrospective and the daily scrum sessions. This reflection also contributes to this weeks work of scrum.

Seeing to this weeks deliveries, I've contributed by actively taking part in the creation of the mockup of the application, taking part in the creation of the softwares user stories, creating templates for different kinds of scrum meetings, and helped group members with Android Studio.

Alexander Örnbratt

My individual goals from last week were to understand how we were going to make the project, for example how the code would be structured and which technologies, software, and APIs we would plan on using. My goal was also to help the group with the creation of user stories. I certainly fulfilled my goal of understanding how the project was to be structured and planned, as I, and two of my fellow group members designed a simple diagram of the system architecture. We will stick to the application structure defined in this diagram as we work on the project. I have also gained an understanding of the software we plan on using. This will not just be Java and Android, but also a library for the creation and reading of QR codes, as well as a library and API for communication with a real database, hosted by Google. Additionally, I have understood that we plan on using the Bitmoji API for in-app user avatars. I helped the group create user stories, and at the end of the week we finalized these. I put a lot of effort into helping the group decide the group velocity and effort for each user story, which meant that we were finished with creating the user stories. The final goal of mine that I specified in last week's reflection was to help the team with my knowledge of programming for Android. This was not really reached this past week, however, I will get the chance to do this in the coming week, so that goal will be pushed back one week. My contribution to Scrum this week was to participate in the sprint planning, as well as our other meetings, and also to write this reflection and the team reflection. My goals for next week will be to work on a couple user stories, as well as helping other members of the group to get up and running with their programming skills (when it comes to creating and editing Android views for example). To make this happen, I will allot time almost every day that I will dedicate to helping the group with the user stories.

Axel Svensson

My objectives for this week was to make a set of user stories together with my group and to look into some API for the map. The first objective was accomplished by having a meeting where we went through the functionalities for the application. We started with the assumption that a new user recently downloaded the app and then we proceeded with that perspective.
I also did some examples on user stories we could use, or rather, some examples of functionality we could

proceed from. In the end, we used them to check if we missed any of the functionality that we agreed on in a previous meeting.

During the work session I helped others who had problems with installing and setting up android studio and make the project run. This was done by answering all their question regarding the installation and setup.

This week I learnt more in depth knowledge about how to properly use user stories. It was during the tuition with Håkan where he explained the value of definition of done and how important it is to set velocity and effort for user stories. As for this sprint, we didn't set any efforts or velocity. But in the next SCRUM meeting we will apply the knowledge we got from the tuition.

My contributions to this week work of SCRUM was to be present on every SCRUM meeting and writing this reflection.

My contributions to this week deliverables has been to participate in the planning meeting for the project make "example user stories", actively take part of the work session where we made up and decided the user stories for the project and writing this reflection.

For next week I want to set an velocity and effort for all user stories and come up with an DoD together with the group.

We have another goal as a group to finish a prototype/demo of the main functionality for the tuition with Håkan on monday. Me, together a few others will sit down and make this together. This will also be a good way to teach the others that isn't familiar with Android.

Ludwig Hultqvist

My objectives set of this week were mainly to create the initial user stories, which were achieved by by spending a day with the group discussing the stories. During that session we worked by "seeing the app from the users perspective" to make sure that we covered the most important user stories. We are still missing some stories, but we now have good foundation to start with.

I have also helped other group members with setting up Android Studio and making sure that they can run an Android app. To archive this I created the a empty android project (a "hello world" app) which will be used as the base of the application.

The last goal set was to research about Firebase, which I have done a little. Tho not enough to be entirely comfortable with using it yet.

The contributions I have made to the SCRUM of this week has been to present what I have done during the SCRUM meetings as well as contribution to the planning of it. I have as well written this reflection.

For the contributions to SCRUM and the deliverables of the week. My contributions have been to present what I have done during the SCRUM meetings as well as contributing to the planning of it. Considering

the deliverables, I have actively taken part in the planning session of the user stories to build the app upon. I have also created the "code project" in which the application will built, as well as writing this reflection.

The groups objectives of next week is to determine the Definition of Done used for the user stories as well as setting the teams velocity and the effort of the user stories. Hopefully this can be done early during the sprint, so that we can make progress with implementing the user stories. To archive this I will try my best to contribute with my coding knowledge to set a reasonable velocity and efforts. I will as well choose one or several user stories and finish them by next week. After the week will also be a great opportunity to evaluate whether or not the velocity and effort are reasonable according to work that has been archived.