

Half-time review

By Team Rolf

In the early stages of our project the progress we made was rather slow. We all felt that working with scrum and agile development was something new and different compared to previous methods. We were introduced to many new terms which made us confused, what is a backlog? We learned about scrum and agile development through the Task Breakdown lecture and going through old slides. After that we were able to progress at our normal rate. This problem could have been minimized if we answered our questions earlier than we did. One could say that we underestimated the learning curve of this new way of working and developing software.

We started off with a backlog that had mostly larger horizontal tasks which made it difficult for us to start when we discovered that one task would be dependent on others and each task would take too long to finish. We came to realize that our backlog needed some refinements. Some tasks were very big, some had no customer value and others had both problems. When we edited our backlog we made our tasks smaller and therefore easier to deal with. We ensured that every task had a value to the customer, thereby becoming vertically sliced. We are now able to deliver a product that has value to the customer after each sprint and each task. The next step was to decide our velocity and evaluate each task in the backlog. Oftentimes tasks can be more difficult to execute than you think, which can create problems later in the project. Therefore we made the decision that it's better to slightly overestimate our tasks than it is to underestimate them.

The main difficulties of this project is creating an app that can actually be useful for refugees as well as understanding their needs. By getting questions and feedback from our supervisors about the backlog and the design, our goal has become more clear and the final product will be better for the users. Especially during the half-time review at Lindholmen Open Arena we had some discussion regarding the UX and UI of our app. In order to have a base to build on we created two personas which enables us to deliver a better experience for the users, this also facilitates the design process when the criteria is more defined and concrete. During the discussion we made some changes to the design which makes the app more easy to use while still providing good functionality. Now, when we face a decision we can always ask ourselves: "Will it be good for our personas?". By constantly asking ourselves that question we can always reflect on our decisions and argue for them in the users' perspective.

As it stands today, we have a foundation of our app. The first sprint is in motion and we will have to see how well our current work methodology functions in practice and if further adjustments need to be made.