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## Project report

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Høyskolen Kristiania

Semester V24

This answer has been completed as part of the education at Kristiania University College. The university is not responsible for the thesis' methods, results, conclusions or recommendations.

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# Introduction

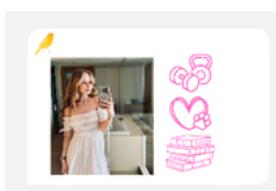
The purpose of this project report is to document the comprehensive approach and method employed by our team in redesigning KPMG's anti-corruption web application. Our team, composed of seven students from various IT programs at Høyskolen Kristiania, collaborated to enhance the user interface (UI) and user experience (UX) of KPMG's Corruption Fighter (Habilitetsregisteret) application, making it more intuitive and engaging to increase user adoption and interaction.

Emphasizing agile and scrum frameworks, our goal was to develop a user-centered solution that enhances engagement and intuitiveness while preserving the robust functionalities essential for anti-corruption efforts. Agile principles guided our iterative approach, allowing us to continuously refine and improve the application based on user and stakeholder input. This method facilitated rapid development cycles and ensured that the product was closely aligned with user needs and expectations.

For orientation we have chosen to create a separate PDF file named “Prototype Screenshots” containing screenshots of the MVP in case the Figma link in our Result report does not work.

# About us

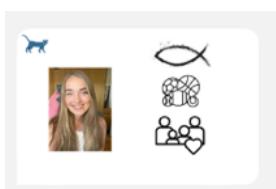
We are a group of seven students from three different IT programs at Kristiania. Our diverse and extensive expertise is essential for successfully addressing the chosen case assignment, allowing everyone to demonstrate their skills and perspectives. This project not only deepens our technical knowledge, particularly in agile methodologies, but also enhances our ability to collaborate across disciplines. We learn from each other, growing together as we work towards a common goal.



**Name:** Victoria Elizabeth Smith

**Study program:** E-business

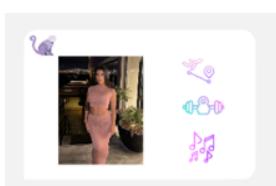
**Role:** Scrum master



**Name:** Hannah Eilertsen

**Study program:** Frontend developer

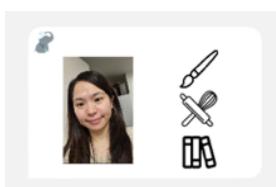
**Role:** Development team



**Name:** Izel Senem Guney

**Study program:** E-business

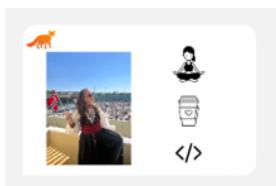
**Role:** Development team



**Name:** Jenny Tran Le Viet

**Study program:** Interactive design

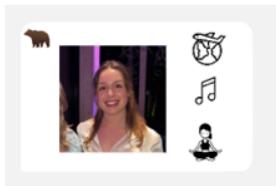
**Role:** Development team



**Name:** Mari Wickmann

**Study program:** Frontend developer

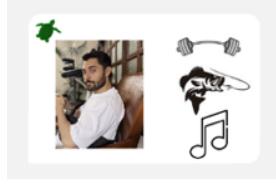
**Role:** Development team



**Name:** Michelle Bårdesen

**Study program:** Interactive design

**Role:** Development team



**Name:** Tobias Bodding

**Study program:** E-business

**Role:** Development team

# Client information

KPMG is a global firm known for their expertise in audit, advisory, tax and legal services. They are a firm focused on the future thereby constantly evolving their services to stay ahead and fit the needs of their clients. Such as creating areas of expertise on technology, sustainability and cyber security (KPMG AS, n.d.). The PO wanted a new UI/UX solution for one of their services called Corruption fighter also known as Habilitetsregisteret in collaboration with students from Høyskolen Kristiania.

## Problem overview

KPMG aims to redesign its Corruption Fighter web application to make it more intuitive and engaging for users. This redesign seeks to enhance the user experience while preserving and improving current functionalities.

## Background and context

The existing application serves as a tool to fight corruption by enabling users to register ownership and roles, as well as relationships and their ownership and roles. Corruption within the economic market poses a significant threat, undermining trust, manipulating financial markets, and leading to unfair competitive advantages. By enabling the transparent documentation and verification of ownership and roles, this application aims to reduce such risks. It helps in identifying and tracking illegal activities, thereby contributing to a more transparent and accountable economic environment (KPMG, 2024).

Despite its functionality, there are areas where the user interface (UI) and overall user experience (UX) can be significantly improved. A more intuitive and engaging application will increase user adoption and interaction, enhancing the effectiveness of anti-corruption activities. The primary users, which include individuals and organizations involved in anti-corruption efforts, will benefit from an efficient and intuitive interface. This improved interface will make it easier for users to register and manage their data, reducing the chances of errors and oversights that could be abused for corrupt activities.

By providing a robust platform for registering and verifying ownership and roles, the application helps to create a more transparent financial ecosystem. It ensures that all relevant

data is accurately recorded and easily accessible for inspections and investigations, thereby preventing deceptive activities. The improved UI/UX will also facilitate quicker reporting and resolution of inconsistencies, further strengthening the fight against corruption in the economic market.

Enhancing the UI/UX of the anti-corruption web application is not only about making it more user-friendly but also about strengthening its role in combating corruption in the economic market. A well-designed application can significantly contribute to the detection and prevention of corrupt activities, promoting integrity and trust within financial market (KPMG, 2024).

## Challenges and difficulties

The current user interface (UI) of KPMG's anti-corruption web application is often perceived as complex and difficult to navigate, which can discourage users from effectively using the application. This complexity poses a major challenge, as it can lead to frustration and reduced engagement, ultimately limiting the application's effectiveness. Additionally, the application lacks engaging elements that encourage continuous use and interaction. This lack of engagement is a critical issue, as sustained user interaction is essential for the success of any anti-corruption initiative.

Another major challenge lies in maintaining or enhancing all existing functionalities during the redesign process. It is crucial to ensure that users do not lose any critical capabilities, as these functionalities are essential for the application's core purpose. The redesign must strike a balance between improving the user experience and preserving the robust features that users rely on.

Additionally, users have reported difficulties in understanding the application's features and efficiently completing tasks. This indicates a major issue with the overall user experience (UX). The current design lacks intuitiveness, which hinders user engagement and productivity. A cohesive visual design is also lacking, leading to a fragmented user experience where inconsistent visual elements can confuse users and detract from the application's professional appearance.

The application does not effectively engage users, leading to suboptimal utilization of its features. This lack of engagement is crucial to address, as it is essential for ensuring that users fully leverage the anti-corruption tools available. While the application is functionally robust,

there is room for optimization in terms of performance and the addition of features that could simplify user tasks and improve overall efficiency.

Addressing these challenges requires a comprehensive approach that not only enhances the UI/UX but also ensures that the application's functionalities are preserved and improved. By creating a more intuitive and engaging interface, we can increase user adoption and interaction, ultimately enhancing the effectiveness of anti-corruption activities. A well-designed application can significantly contribute to the detection and prevention of corrupt activities, promoting integrity and trust within financial markets.

The challenges and difficulties faced by the current application include its complexity, lack of engaging elements, and the need to maintain critical functionalities during the redesign. Addressing these issues is essential for improving user experience, increasing engagement, and ensuring the application's overall effectiveness in combating corruption.

## Justification for the project

Enhancing the UI/UX of the Corruption Fighter application is essential for increasing user engagement and adoption. A user-friendly and engaging interface will lead to better use of the application's features, ultimately contributing to more effective anti-corruption efforts. This project will empower users to leverage the application's full potential, thereby supporting KPMG's mission to combat corruption. A redesigned application that not only addresses these issues but also sets a new standard in user engagement and functionality for anti-corruption tools.

## Solution concept

The proposed solution aims to enhance the interface and functionality of KPMG's Anti-Corruption Web Application to ensure seamless navigation, improved accessibility, and enhanced user engagement, ultimately reinforcing trust and compliance in corporate environments. This project will include a complete redesign of the application's frontend, while we are focusing on maintaining all current functionality while improving the user experience.

## Detailed description of the solution

Our solution focused on several strategic areas to ensure a comprehensive enhancement of the application:

### **User interface (UI) and user experience (UX) design:**

- ⇒ Intuitive navigation: Simplifying the navigation structure to ensure users can effortlessly find and utilize features.
- ⇒ Visual consistency: Establishing a cohesive visual design language, including standardized icons, colors, and fonts to create a unified and professional look.
- ⇒ Accessibility: Ensuring the application is accessible to all users.

### **User engagement:**

- ⇒ Feedback feature: Implementing features that allow users to provide feedback easily, facilitating continuous improvement.
- ⇒ Informational guides: Offering step-by-step informational pages that explain what needs to be registered, why it is important, and how to do it effectively.
- ⇒ Help boxes and FAQs: Including prominently marked information ("i") and FAQ boxes to provide quick answers and support to users, enhancing their understanding and ease of use.

### **Functionality enhancement:**

- ⇒ Enhanced usability: Improving the interaction design to ensure the prototype is intuitive and easy to use, facilitating efficient user navigation and task completion.
- ⇒ Expanded features: Adding new functionalities based on user feedback and industry best practices, such as enhanced reporting tools and advanced data analytics.

## How the solution addresses the problem

This solution directly addresses the challenges identified in the problem overview. By enhancing the user experience, users will find it easier to navigate the application, understand its features, and complete tasks efficiently. The cohesive visual design will eliminate confusion caused by inconsistent visual elements, thereby providing a more professional appearance. Interactive features will boost user engagement, ensuring that users fully leverage

the anti-corruption tools available. Performance optimizations will ensure that the application runs smoothly, enhancing user satisfaction.

## Target group

Our target group is KPMG's customers and their employees. This means that there is a quite large group, different ages, genders and technical capabilities. We realized that with such a large gap there is not a real concise target in the group to focus on. We created two personas where one represents a young female that is technical capable with, and the other represents an older male that has little technical capabilities. We also added user flows for both personas.

See appendix [Personas](#)

## Key features and benefits

- ⇒ User-centric design: Simplified navigation and clear instructions will make the application more intuitive, reducing the learning curve for new users and improving overall user satisfaction.
- ⇒ Consistent visual design: A cohesive visual identity will enhance the professional appearance of the application, making it more attractive and easier to use.
- ⇒ Engagement features: Interactive elements and real-time feedback will keep users engaged, encouraging them to explore and utilize all features of the application.

## Sustainability and scalability

The redesigned application will be built with scalability in mind, allowing for the addition of new features and functionalities as needed. The use of modern web development frameworks will ensure that the application remains maintainable and adaptable to future technological advancements. Continuous feedback loops will ensure the application's long-term sustainability and relevance.

## Potential challenges and mitigation strategies

Several potential challenges need to be addressed to ensure the success of KPMG's anti-corruption web application redesign. One challenge is limited access to user feedback, which

can be overcome by regularly conducting surveys and focus groups to gather ongoing user insights. Another challenge is technological barriers, which can be mitigated by providing comprehensive training and support materials to help users adapt to the new interface. Resource constraints also pose a challenge. However, efficient resource allocation and task prioritization based on impact and feasibility can address this. Employing agile project management techniques will help the team adapt to changing circumstances and ensure timely delivery. By effectively managing these challenges, the redesigned application will become more user-friendly, visually cohesive, and engaging, ultimately enhancing its overall effectiveness and user satisfaction.

The proposed redesign of KPMG's anti-corruption web application aims to address the challenges of user experience, visual consistency, engagement, functionality, and security. By focusing on intuitive navigation, cohesive visual design, enhanced user engagement, optimized performance, the new application will be more user-friendly, professional, and efficient for combating corruption. The comprehensive implementation plan ensures a well-structured and methodical redesign process, making the solution sustainable and scalable for future enhancements. Potential challenges such as limited access to user feedback, technological barriers, and resource constraints have been identified, with strategies in place to mitigate these issues. Overall, the redesigned application will significantly improve user satisfaction and effectiveness, empowering users to fully leverage KPMG's anti-corruption tools and contributing to the broader goal of enhancing transparency and accountability in various sectors.

## Method and planning

### Risk plan

The purpose of the risk plan was to identify, assess and manage potential risks that could negatively impact the project's success. By actively addressing these risks before the project began, the risk plan aims to minimize their potential impact, ensure smoother project execution, and increase the likelihood of achieving project goals.

- Risk identification: The risk plan lists potential risks that could arise during the project. This includes both internal risks (such as team member illness or lack of

competence) and external risks (such as technical problems or customer-requested changes).

- Risk Assessment: Each identified risk is evaluated based on its potential consequences and the likelihood of its occurrence. These factors are combined to calculate a risk score, which helps prioritize the risks based on their potential impact on the project.
- Preventive Measures: For each risk, the plan outlines specific preventive measures that can be taken to reduce the likelihood of the risk occurring or to minimize its impact if it does occur. This proactive approach helps mitigate risks before they become critical issues.
- Action Plans: The plan also includes detailed actions to be taken if the risks materialize. These actions are designed to address the problem promptly and effectively, minimizing disruption to the project.

In summary, the risk plan served as a comprehensive guide for identifying, assessing, and mitigating risks, ensuring that the team was prepared to handle potential issues efficiently and effectively (Scavetta, 2021).

Risiko	Konsekver	Sannsynligh	Risikopoer	Forebyggende tiltak	Tiltak hvis problemet oppstår
Sette for ambisiøse mål	5.00	0.40	2.00	Prate nøy i gjennom oppgaven, planlegge og kartlegge oppgaven og språntene nøye.	Reflektere, gå i gjennom og prate om det sammen som gruppe. Diskutere eventuelle løsninger i plenum.
Mangel på kompetanse	3.00	0.10	0.30	Gå i gjennom oppgaven nøy, kartlegge kompetanse innad i gruppen og se gjennom kriterier for oppgaven.	Spørre om hjelp innad i gruppen, tilnærme seg kunnskap ved behov.
Kortvarig sykdom	5.00	0.60	3.00	Plan som er tydelig beskrevet med de ulike arbeidsoppgavene	Oppgaver kan deligges videre ved behov, eventuelt gjøres av gjeldene person ved ett senere tidspunkt om mulig.
Plagiat	10.00	0.20	2.00	Riktig kildehenvisning, ikke ta i bruk copy paste. Skrive ned alle	Om det blir funnet ut av formlevering så skal den plagierte delen enten fjernes fra innholdet, eller tildeles en riktig.
Tekniske Problemer	7.00	0.60	4.20	Ta gjevnlig backup av kode, og rapporter.	Enten bruke backups, eller starte på nytt.
Dårlig planlegging	8.00	0.70	5.60	God og hyppig kommunikasjon, settet seg inn i oppgaven tidlig	Stoppe opp, kommunisere og få bedre oversikt. Eventuelt deligere / dele arbeidsoppgavene i mindre deler. Lære av sine feil og planlegge bedre til neste sprint.
Mangel på motivasjon	4.00	0.40	1.60	Være flinke på gode tilbakemeldinger og oppmuntre hverandre	Ta en "timeout" og gjør noe hyggelig f eks. Ta en kafe tur. Og snakke gjennom oppgaven slik at målene blir tydelig og motivasjonen kan vokse igjen.
Dårlig kvalitet på arbeid	10.00	0.3	3	Gå gjennom hverandres arbeid gjevnlig. Ha kultur på å kunn	Kommunikasjon og vifleding av andre gruppemedlemmer.
Frafall av gruppemedlem	5.00	0.20	1.00	Ha godt og åpent miljø slik at det er hoy trivel i gruppa.	Forde oppgaver til de resterende gruppemedlemmene.
Dårlig gruppodynamikk	3	0.2	0.6	Kommunikasjon. Gjøre noen gode aktiviteter sammen utenfor	Kommunikasjon og gjøre noe hyggelig sammen.
Mangel på oppmøte	8	0.5	4	Ha tydelig forventningsavklaring og tydelig kommunikasjon.	Samtale og oppmøte til oppmøte
Tap av data	9	0.4	3.6	Backup. Dels data gjenvil slik at flere har tilgang til dataen.	Starte på nytt med oppgavene
Ønsket endring på prosjekt av	5	0.65	3.25	Kommunikasjon med kunde. Forstå kundens ønske fra starte	Kommunikasjon mellom Scrum-master og kunde.
Lite eller manglende status av	8	0.75	6	Planlegging. Daily-scrum møter.	Ha et møte, kartfølge hvor vi er i prosjektet. Lage en ny og tydelig plan.
Utileffreds kunde	9	0.5	4.5	Klar kommunikasjon og forventningsavklaring med kunde.	Samtale med kunde av produktet i sammenheng med forventningsavklaringen.
Langvarig sykdom / skade	3	0.2	0.6	Ta vare på egen helse	Delige oppgaver til andre på gruppen
<b>TOTALT:</b>	<b>102.00</b>	<b>6.70</b>	<b>45.25</b>		

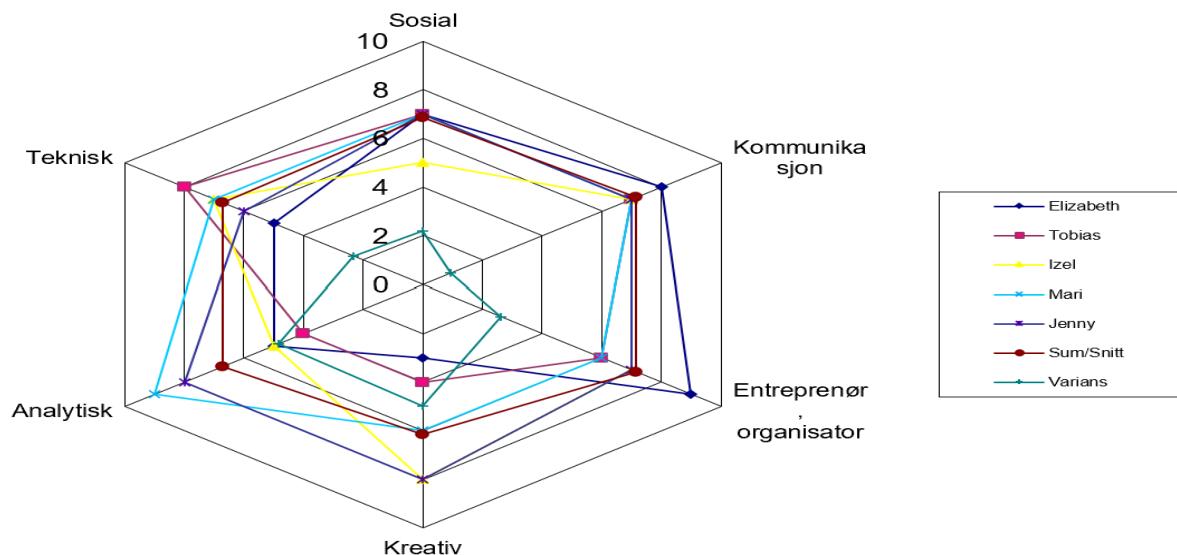
## Radar test

The radar test was an exercise which aimed at understanding the strengths and weaknesses of each team members. The exercise involved each member rating themselves on six factors: Social, Communication, Entrepreneurial/Organizational, Creative, Analytical, and technical skills. The goal was to improve group dynamics and collaboration by identifying areas where each member excels and areas that may require development.

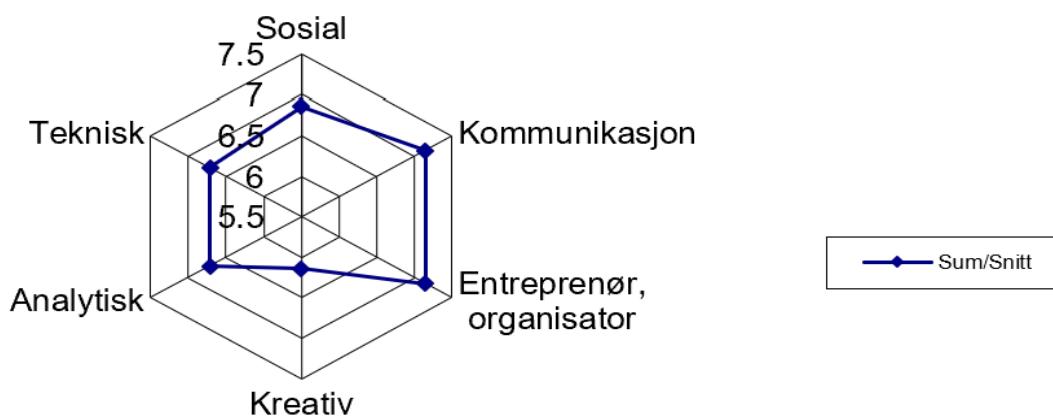
The test provided the team with valuable insights, such as greater self-awareness and a deeper understanding of each other and their roles within the project. Moreover, the radar test

promoted a more open communication and transparency and worked like an early “icebreaker” withing the group.

	Elizabeth	Tobias	Izel	Mari	Hannah	Michelle	Jenny	Sum/Snitt	Varians	Spredning (kvadrert)
Sosial	7	7	5	7	8	7	7	7	6.85714	2.2
Kommunikasjon	8	7	7	7	7	7	7	7	7.14286	0.9
Entreprenør, organisator	9	6	7	6	7	8	7	7	7.14286	2.6
Kreativ	3	4	8	6	6	8	8	8	6.14286	5.0
Analytisk	5	4	5	9	8	8	8	8	6.71429	4.8
Teknisk	5	8	7	7	7	7	7	6	6.71429	2.3



## Gruppens styrke



## Contract

In our contract, we wanted to outline our goals, roles, procedures, and interpersonal agreements, ensuring a structured and collaborative approach throughout the project. We used a template issued by the school and changed some aspects to fit our needs and wishes as a group. The contract was created using the MRPI model. Our primary objective was to successfully complete the project and produce a detailed report along with process documentation by June 14, 2024, and we aimed for a grade of B or higher. The project will prioritize both the process and the final report, with a strong emphasis on meeting the client's needs.

Effective communication and structured collaboration were essential for our project's success and were our main goals to ensure the team met the requirements we had set for the project.

The key procedures include:

1. Communication: Group members have exchanged contact information, and this information is shared in a common Facebook group chat.
2. Absence Reporting: Any planned or unplanned absence must be reported to the Scrum Master, or in the Facebook group chat.
3. Decision Making: If disagreements arise, the majority vote within the group will decide.
4. Participation: Active participation and engagement are expected from all group members during group work and meetings.
5. Reporting Issues: Any issues preventing a member from fulfilling their tasks must be immediately reported in the Facebook group chat or directly to the Scrum Master.
6. Meeting Schedule: Physical meetings are held on Mondays and Wednesday, with optional physical meetings on Fridays. Daily scrums meetings are conducted via Zoom at 12:00 PM on other weekdays.
7. Meeting Minutes: Minutes from the previous meeting must be approved at each subsequent meeting, and all members must review the minutes beforehand.
8. Work Commitment: Each member is committed to completing assigned tasks by the agreed deadlines.
9. Work Hours: The primary work hours are Monday to Friday, with weekends off unless there is a crisis requiring weekend work.

10. Work Reporting: Members must report on agreed, assigned, and completed tasks during each meeting, especially if deviations occur.
11. Plagiarism: Copy and paste work is strictly prohibited and will result in an immediate warning.
12. Contract Breach Consequences: Non-compliance with contract terms will result in a verbal warning.

We wanted to have a harmonious and productive work environment and making the best out of the project. For that, we made a few key points to follow:

- Respect each other's opinions while expressing our own.
- Silence implies agreements.
- Problems are addressed and resolved collectively within the group wherever possible.
- Positive feedback and constructive criticism are encouraged both during meetings and throughout the project.
- After each sprint, a feedback session is conducted where each member evaluates their own performance, teamwork, and social interaction within the group. This feedback is documented.

## Design sprint

The design sprint was a crucial part of our Agile approach, designed to quickly prototype and test ideas. By following the five-day design sprint method, we kept the development process focused and iterative.

### Introduction to the design sprint

The design sprint is a five-day process for answering critical business questions through design, prototyping, and testing ideas with users. We used this method to develop and refine the solution for KPMG's anti-corruption web application. The sprint allowed us to quickly generate, test, and validate ideas within a structured framework, ensuring a focused and productive outcome.

## Objectives and goals

The primary objective of our design sprint was to create a prototype for KPMG's anti-corruption web application and validate its effectiveness through user testing. Our goals included improving the user interface (UI) and user experience (UX), ensuring visual consistency, enhancing user engagement, and incorporating robust security measures.

## Day by day breakdown

### Day 1: Understanding and defining the problem

- Team check-in: The team introduced themselves and shared previous experiences. The facilitator outlined the sprint process, setting clear expectations
- Expert interviews: We conducted interviews with experts to gather insights into the problem, leading to the formulation of the "How Might We" (HMW) question.
- Setting goals: Ambitious goals were established, envisioning that in two years, KPMG's anti-corruption app would be world-leading and acclaimed for innovation and ease of use.

### Day 2: Ideation and sketching

- Concept gallery: Team members presented their concept sketches, followed by a heat map exercise to identify popular ideas.
- User test flow: Each member mapped out the user journey, highlighting critical steps and potential pain points.
- See Appendix [Concept-gallery](#)

### Day 3: Storyboarding

- Storyboard development: The team collaboratively created a detailed storyboard, incorporating design elements, text, images, and symbols to visualize the user journey.
- Prototyping: Initial prototypes were developed based on the storyboard, focusing on key user interactions and functionalities.
- See Appendix [Storyboard](#)

## **Day 4: Prototyping**

- Building the prototype: The team worked on developing a high-fidelity prototype, ensuring all elements from the storyboard were accurately represented.
- Internal testing: Preliminary tests were conducted to identify and address any issues before user testing.

## **Day 5: Testing and feedback**

- User testing: The prototype was presented to a group of users for feedback. This step was crucial in validating the design and identifying areas for improvement.
- Review and reflection: The team reviewed the feedback, discussing necessary adjustments and planning for the next iteration.

## **Outcomes and results**

The design sprint validated that our redesigned application was intuitive and effective for users. Key findings included the need for simplified navigation and additional support features, such as help boxes and FAQs. The user feedback confirmed that the new design was significantly more user-friendly and visually cohesive.

## **Challenges and learnings**

During the design sprint, our team faced several challenges. One of the primary difficulties was managing time effectively. Each exercise within the sprint was allocated a specific duration, but deep discussions often extended beyond these limits. This was particularly challenging when we were engaged in complex problem-solving sessions, necessitating careful balance between thoroughness and efficiency.

The intensity of the sprint brought about an emotional rollercoaster for the team. The quick pace and the need to continuously alternate between divergent thinking, where we explored a wide range of possibilities, and convergent thinking, where we focused on the best solutions, was mentally taxing. This constant shift required a high level of focus and energy, contributing to both moments of frustration and exhilaration.

Technical issues also presented hurdles during our sprint. For example, we encountered problems with the Miro board, a digital collaboration tool, which hindered our ability to add and manage post-it notes effectively. Such technical glitches demanded additional time to resolve and occasionally disrupted the flow of our activities.

The complexity of the tasks we were handling added another layer of challenge. Transitioning between different phases of the sprint, each with its own set of requirements and objectives, sometimes led to confusion and misunderstandings. This required us to frequently pause and clarify our goals and processes, ensuring that everyone remained aligned and informed.

From these experiences, we gleaned several key learnings that were instrumental in navigating the sprint successfully. Preparation proved to be paramount; having clear guidelines and a well-structured plan allowed us to minimize the impact of unforeseen issues and stay on track. Adaptability emerged as another crucial skill, as we learned to manage our time and expectations flexibly, accommodating the dynamic nature of the sprint.

Additionally, the power of collective creativity became clearer. The structured approach of the sprint, combined with a collaborative environment, mobilized the diverse perspectives within our team. This diversity not only enriched our ideation process but also led to innovative solutions that might not have surfaced in a less inclusive setting.

The challenges we faced during the design sprint were major, but they also provided valuable learning opportunities. The experience underscored the importance of detailed preparation, the ability to adapt under pressure, and the benefits of leveraging collective creativity. These insights have not only contributed to the success of our current project but will also inform our approach to future endeavors, ensuring continuous improvement and innovation.

## Outcome of the design sprint

The design sprint method provided a structured framework for rapid development and validation of our ideas. By involving stakeholders and end-users throughout the process, we ensured that the final design was not only functional but also aligned with user needs and expectations. The iterative nature of Agile allowed us to continuously refine the application, resulting in a user-friendly and engaging anti-corruption tool that meets KPMG's high standards.

The Agile approach, with its emphasis on collaboration, flexibility, and user feedback, proved to be highly effective in this project. The design sprint facilitated focused and efficient development cycles, ensuring that each iteration brought us closer to our goal of creating a world-leading anti-corruption application. The insights gained from this process will inform future development efforts, helping us to continuously improve and innovate.

# Iterations

## First sprint

This was our first sprint on our own, which was demanding since none of us within the group have had any experience with an Agile project or working in such a large team. We started the week with a meeting with the PO to plan the sprint, we agreed with the PO that we would create the solution with Figma. Based on the technical capabilities within the group, our time frame and the customer wishes. We felt that this would give the biggest value to the customer. During this meeting we also agreed on conducting a series of user testing at the end of the week to receive feedback on the current prototype.

Based on the feedback from the user testing conducted during the design sprint. Our focus this week was to get a better understanding of how we could improve the design and navigation to fit the need of the PO. During this week we also kept in touch with the PO regarding certain functionality aspects, color charts and other relevant questions. Our biggest issues this week was mainly understanding the product, since we did not have any experience with it beforehand. Moreover, we had to learn how to hold back and not implement new frames or design ideas during the sprint. Rather write it down and discuss it for the next sprint. To keep a steady workflow and keeping the plan that we created during the sprint planning.

Monday went to planning and discussing different design and functionality changes on all pages both before and after our meeting with the PO. We noticed that to have such large discussions was not the most effective way to do it, based on that seven team members have different thoughts and opinions. We started working on our separate tasks Monday evening.

We worked continually during the week, we had daily standup meetings every morning either over zoom or together at school. We worked with the prototype and followed the plan to conduct a new round of user testing on Thursday evening and Friday morning. Some group members focused on writing and setting up an environment for the user testing. To make it easier to conduct these tests we decided to make it virtual over zoom. However, we experienced difficulties with sharing the prototype with the testers due to settings in Figma when sharing the link. Moreover, we managed to solve it and all the user testers got to see the prototype.

After this round of user testing, we got a broader understanding of where we needed to improve the prototype. We go more in depth of this process in our Result report under “User testing”.

During our sprint retrospective it became clear that we would need to think different regarding some navigation and design choices. What appealed to us as a group would not necessarily appeal to our client and the target group. As a team we were happy with this week, we learned a lot from both user testing and prototyping. For some group members Figma was a new tool and it took some time to get familiar with it. But with teamwork and low threshold to ask for help everyone managed to contribute to the prototype.

The burndown chart was a little bit tricky since we had to get used to how to operate in Scrumwise, we set the goal to 130 when we only had 123 points. We learned to set the right starting point for the next sprint. Since we took an extensive time sprint planning and talking with the PO we decided to start the sprint Tuesday. Thereby, getting a 4-day sprint. We tried our best to set accurate story points. However, we noticed that it was hard to estimate based on the group’s different technical skills and our vision.

During this sprint we noticed that from Wednesday to Thursday we had a steep in progress showing that we made a large effort in this timeframe. Thursday evening and Friday was used to conduct user testing, retrospective and review meeting as well as writing the report for this sprint.

After this week we were optimistic for our second sprint feeling that we had some experience under our belt and would navigate the next sprint easier. We also started to have a clearer vision on our end design and navigation for the prototype.

See Appendix [Burndownchart-Sprint1](#) for the chart and [Timelog-sprint1](#) for time list.

## Second sprint

Our second sprint started on Monday 3/6, we started with a long sprint planning meeting. Based on our user testing conducted at the last sprint we felt that we had a bigger understanding of where we needed to improve. We also had some new ideas over the weekend, and everyone was excited to start a fresh week with new goals and design. Our

main goals this week was to improve the user flow and create a design with animations that was more satisfactory and user-friendly. Since we received feedback last week regarding some aspects of the MVP we decided to make some changes under this sprint.

We noticed that for us as a team we needed to be clearer about responsibilities, and how extensive the tasks were. There have been scenarios where we have discussed too many design and functional changes on one frame and thereby getting confused on what really is the plan. This made us aware of the importance of continuing actively using wireframes and communication to keep everyone on the same page. We started with writing down our different discussions and possible solutions.

We decided not to have any new user testing this week since there was a scheduled meeting with the PO on Friday. We felt that this meeting would be enough feedback and more input from testers could possibly be too much to discuss and change so close to our deadline.

Thereby, we started the week with continuing working on the prototype in Figma, there were some functionalities that seemed complexed at the first glance. However, the team realized quite quickly that it was solvable after looking further into it. There were several of these kinds of scenarios where it was less complicated than what we assumed. However, some aspects of the prototype where the opposite, this just showed how we needed to adjust our thoughts about the different problems and possible solutions.

The burndown chart looks a little bit different on sprint two, this is mainly because we had some big tasks to finish this sprint., but nothing got finished on Monday as visualized in the chart. Tuesday was a big day which our burndown chart reflects, where several team members decided on collaborating and working long hours on the prototype. This caused our burndown chart to get a steep decline. The rest of the week went quite smoothly downhill based on the chart, our main goal was to finish the prototype and go through it to check that the functionality was right. As well as look for other errors such as spelling, placement and design inconsistencies. We wanted the prototype to be as finished as possible before our meeting with the PO.

Our meeting with the PO went better than expected, the whole team was excited and nervous about this. Especially since we were unsure if our design changes were what they wanted. Under this process we have had much freedom regarding the design, the only condition was that the original functionalities and current information on the page stayed the same. We were however free to add more information and extra functionalities where we saw fit. During this

meeting our scrum master presented our prototype during a demo, and we received feedback regarding changing the navigation on our drop-down menu and how the user got back to their overview page. We listened carefully to the feedback and decided to make these changes during our next sprint at their request. Since we valued their feedback, and our mentality is that the PO wishes always comes first.

During our sprint retrospective we noticed that some group members felt that we needed to set higher goals to optimize their skills and reach better improvements. This includes those members of the groups finished their tasks early in the week, when we thought that these tasks were more complex and time consuming. However, we noticed that a pattern where that we had some small design mistakes in the prototype that were often overlooked. Such as typography errors, padding and margin inconsistencies. That were one of the biggest issues with room for improvement. We also noticed that we needed to be clearer on what is our definition of done, since there were some situations where this was unclear.

To summarize even though our chart did not look perfect we were pleased that we reached our goals and that we got positive feedback from our PO.

See appendix for [burndownchart-sprint2](#) and [timelog-sprint2](#) for time list.

## Third sprint

Monday 10/6 started with a sprint planning meeting, where we decided on conducting a sprint from Monday to Thursday. We added both our prototype tasks and report task in this sprint since we have always had the system with the two aspects of the project in our sprints. As a group we have experienced that having all tasks in the task board creates a comprehensive and systematic system making it easy for everyone to understand their own tasks and their team members. This created a great dynamic regarding asking each other for help and everyone feeling responsibility for working on their tasks and reaching the deadline. Tuesday and Wednesday, we had a daily sprint in the morning and worked individually the rest of the day on our tasks. Thursday was decided we should all meet in person work together to wrap the project up, we started as usual with a daily standup meeting. Throughout the day we worked on our reports, finalized the MVP and edited our video, and finished with a retrospective and review of the final sprint and of the project.

See appendix for [burndownschart-sprint3](#) and [timelog-sprint3](#) for time list.

See appendix for our [product backlog](#).

# Process

## Scrum methodology

Scrum and Agile methodology are a framework created to have a more fluent and efficient way of launching a project. Based on working in a team and individually in sprints. Using tools and methods such as product backlog, user stories, story points and burndown charts. Moreover, having sprint planning meetings, daily scrum, meetings with PO and possible stakeholders and sprint retrospective meetings. To keep an open and clear dialogue for all parties for the whole duration of the project (Amazon Web Services, Inc, n.d.).

## How we used scrum

This was our first-time using Scrum and Agile methodology. Our sprints were between 4 and 5 days long, we opted for having weekly sprints. Since we felt that it was a good idea to start each week with new goals and new plans for the prototype. We named Victoria as our scrum master, and she was the scrum master for the whole project. The whole team worked fluidly between the different aspects of the project, such as working on the prototype, writing reports and joining user testing as either the interviewer or observers. We tried to have everyone be a part of all aspects of the project to maximize our learning outcomes. During this project we used Scrumwise to create the product backlog, task board, start the sprints, time log and visualize with burndown charts (Scrumwise, n.d.).

## Sprint planning

We had sprint planning every Monday for the duration of the project. These meetings were always quite long and extensive. Duration from 2-4 hours depending on how much we needed to discuss as a group. The scrum master took responsibility to create and add all the different tasks and user stories to the product backlog. While we as a group discussed and chose the story points for the different features in our epics. We decided to have a scale of 1-10 on story points which in hindsight, it may have been easier if we had a scale between 1-5.

After week one we felt that we had a better vision of how we would conduct these meetings, since we got more familiar with the process. The more experience we got with Scrumwise the easier it was to plan and navigate these sessions. As well as for each retrospective we had a clearer plan of what we needed to implement for the next sprint. Such as design changes, functionality and routines within the group.

## Daily standup

We had a daily standup meeting either in person or over zoom every day for the durations of the sprints. The scrum master created polls each day so that each team member could vote on when the meeting should be held in the morning, and the time that got most votes was the time the meetings got held. During these meetings we went through each team member going over roughly how much work was done the day before, the plan for today and discussed any obstacles if they occurred. We went through the work done the day before to keep a fluent conversation regarding if anyone needed input or help, and to create a bigger sense of responsibility for each member of the group. Helping with work ethics and motivation. We also had communication during the day if there were any immediate questions. Trying to have a dynamic with room for questions and collaboration within the group.

## Retrospective

We conducted a retrospective meeting at the last day of each sprint. Going through the completed work done for this phase of the project, discussing what went well, and what could have been better. We also used the four L's to help the group members collect their thoughts and reflect on the past week (Miro, n.d.).

We had only one meeting with the PO during this project related to the retrospective, however for our first sprint we conducted user testing the same day as our retrospective meeting. Giving us a sense of direction regarding if we reach our goals for the sprint. In the second sprint we had a quick demonstration for our PO of our current MVP. And conducted a retrospective meeting with the whole group right after the demo. To discuss the feedback received and reflect on our own processes during the sprint.

During these meetings we also had a dialogue for the next sprint to discuss in plenum what expectations we had and our visions. If there were any big design changes, we would all think about it during the weekend, and present some sketches or thoughts the following sprint planning meeting.

## How the use changed throughout the project

We evolved our methods for each sprint, trying to find the dynamic that worked best for us as a group. The first two weeks during the design sprint and the first sprint we decided to sit and work together in person. This was to mainly help each other with technical aspects in Figma, and to easier decide the design and functionality. However, the last two sprints we decided to

work more independently and have meetings over zoom, since we all had a better sense of knowledge of Figma and a clearer vision on what we wanted the MVP to look like. We also adjusted story points and tried to enhance our sprint velocity continuously by reflecting on previous sprints, trying to be more efficient with our time, aiming for higher goals and improving communication within the group.

## Reflection on the scrum process

This was a new experience for all of us, and quite overwhelming the first week. However, with time together getting to know each other and constantly working on communication within the group we all learned a lot about each other and the different stages of Scrum.

There was a learning curve regarding how we used the tool Scrumwise, we needed to get more familiar with the backlog, both with epics and features. We noticed that some features that overlapped in different epics. This made it confusing in the time log, it was also difficult regarding time logging tasks that was not necessarily in the backlog. Such as conversations with the PO outside of our scheduled meetings, review the reports, discussions and planning regarding designs and user testing outside of the issued features. We also had to go through and checking the prototype regularly, since we had issues regarding changes in Figma not being saved. All of this may have caused our time log to not be as accurate as we wanted to.

Another aspect of Scrum that we overlooked was clearly defining and including the concept of the Definition of Done (DOD). Because we hadn't clearly established when a task or objective is considered "done," the team had differing expectations about the end result of each sprint. Unfortunately, we realized this later than we should have. This is a lesson we will carry forward to future projects.

For the last sprint we tried to make a backlog representing every aspect of our sprint to better represent each team members contributions, and we learned a valuable lesson on how we should use the backlog and time logging for our benefit.

Having good structure and plan with the product backlog and sprint planning helped us during the sprints. Reducing confusion regarding who had the different responsibilities for the different features and making it easier to help each other if a member of the group finished their tasks early on.

We felt that the sprints made the project easier to conduct, since we always had a vision for the following week and knew what we wanted to achieve during the sprints. Our daily stand-up meetings were a big help to clear any confusion that might have come up from the previous day. We also used our burndown chart to analyze our velocity and try to improve it the following week. As discussed earlier we noticed that our story point scale may have been too big, but we decided as a group that we would keep the scale as it was to be able to analyze our progress from each sprint.

All in all, we felt that scrum was a very efficient and fun method to conduct this project. Where we saw clear progress for every week. We are convinced that if we had a few more weeks, we could have turned the prototype to a real website, with the help of Scrum and agile methodology.

## Future directions

### What additional developments would we pursue?

We would develop a fully functional website using React framework. More detailed information regarding the technical future developments will be provided in our result report under future enchantments.

### What aspects are we pleased with?

We are pleased with the outcome of the project. We feel that we have successfully achieved both our own goals and those set by KPMG. Based on the meeting with the PO at the end of sprint 2 we feel that we successfully made an MVP that fits the client's needs.

Additionally, we have received positive feedback from user-tests conducted by individuals with extensive knowledge and experience in both user-testing and web services.

We are also pleased with how we were able to work together as a team, and everyone learned something new during this project.

### What actions could we have approached differently?

Some actions we would approach differently is maybe anonymous voting for decisions on design changes and work execution. We found that sharing new ideas and thoughts can sometimes be challenging in a group of seven when we discussed it as a group. Naturally

some group members are more vocal than others. This can cause some ideas to not be considered, even though they could have been great contributions to the project.

We would also familiarize ourselves with various systems and tools that could have been more helpful with the project before it began. Since everyone have different backgrounds and knowledge it would have been better if everyone where familiar with the tools before the project began.

## What insights have we gained?

We gained numerous insights from the project, but most importantly, we confirmed that the sprint methodology is effective, and it works! Testing and developing new prototypes in weekly iterations provided us with valuable insights into the solution, and with each test, we became wiser and developed better solutions for the users.

Moreover, we all noticed how well user testing is to use as a tool to make a better product. During our tests we noticed that what we thought were great ideas, was not necessarily the case for the users. We worked hard on finding testers who were either close to our target group or had IT competence that could give us valuable feedback.

We got insights regarding velocity and how we could work more efficiently throughout each sprint, getting more work done on a shorter amount of time. We got more efficiently for each week, when we got more familiar with the process and the tools we used to conduct this project.

We also gained insights regarding group dynamics, and communication skills. We all had to work on being patient, listen to each other and try and make the best environments for the group.

## Conclusion

In conclusion, our journey through this project using Scrum methodology has been rewarding and educational. Even though we came across some setbacks and steep learning curves, the team adapted to the challenges, and it ended with a product everyone on the team was satisfied with and we are proud of what we have accomplished together.

Looking back, we are confident that the skills and insights gained from this experience has prepared us for future projects and shown us the importance of teamwork and agile methodologies. We witnessed the benefits of agile practices, such as flexibility in responding to changes and repetitive development.

With a few more sprints, we are confident that we would transform our MVP into a fully functional solution for KPMG.

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# Appendix

## Personas

### Kristine Eriksen



**Prosjektleder**  
32 år, Oslo

**" Jeg trenger et verktøy som er enkelt og raskt å bruke, slik at jeg kan fokusere på mine prosjekter "**

#### Bio

Kristine Eriksen er en dyktig og engasjert prosjektleder med en mastergrad i ledelse og organisasjon. Hun har jobbet i teknologibransjen i fem år, hvor hun har ledet en rekke komplekse prosjekter til suksess. Med en solid bakgrunn i både teoretisk kunnskap og praktisk erfaring, er Kristine kjent for sin evne til å holde prosjekter på sporet og innenfor tidsfrister. Hun er en sterk tilhenger av åpenhet og integritet i arbeidslivet og er opptatt av at teamet hennes følger bedriftens retningslinjer og prosedyrer nøy.

#### Mål

- Lede prosjekter effektivt og innenfor tidsfrister.
- Sikre at alle team medlemmer følger bedriftens retningslinjer og prosedyrer.
- Opprettholde åpenhet og integritet i prosjektarbeidet.

#### Frustrasjoner

- Kompliserte systemer som ikke er brukervennlige.
- Uklare instruksjoner som fører til feilregisteringer.
- Manglende bekreftelse på at informasjonen er riktig mottatt.

#### Behov

- Intuitiv plattform for å registrere interesser og relasjoner uten å måtte registrere.
- Klare retningslinjer og instruksjoner for hva som skal registreres.
- Tilbakemelding om at registreringen er fullført og lagret korrekt.

#### Favoritt Merker



#### Brukertilstand

**Internett**  
**Sosiale Medier**  
**Netthandel**  
**Dingser**  
**Pionerbruker**



### Brukerhistorie

- Start**
  - Kristine får beskjed fra bedriften om å bruke Corruption Fighter for å registrere sine interesser.
- Navigasjon**
  - Hun åpner Corruption Fighter og logger inn.
- Handling**
  - Fyller ut informasjon om eierinteresser, roller i andre organisasjoner, og nære relasjoner.
  - Angir navn på organisasjon, stilling, periode, og eventuelle kommentarer.
- Bekrefteelse**
  - Sender inn registreringen.
  - Mottar bekreftelse på skjermen og via e-post.
- Resultat**
  - Kristine er trygg på at hun har oppfylt bedriftenes krav og kan fokusere på prosjektledelsen.

### Tech

### Lars Andersen



**Senior konsulent**  
63, Trondheim

**" Jeg trenger et verktøy som gjør det enkelt å registrere mine eierinteresser og roller, slik at jeg kan unngå interessekonflikter og fokusere på jobben min. "**

#### Bio

Per har jobbet i ingeniørbransjen i over fire tiår, og er kjent for sin grundighet og pålitelighet. Teknologien har utviklet seg mye siden han begynte i arbeidslivet, og selv om han har tilpasset seg mange av disse endringene, synes han fortsatt det er utfordrende å holde seg oppdatert på de nyeste digitale verktøyene.

#### Mål

- Fullføre registreringen av eierinteresser, roller og verv i henhold til bedriftens retningslinjer.
- Sikre at han følger alle regler og unngår interessekonflikter.
- Beholde sin integritet og tillit i bedriften.

#### Frustrasjoner

- Vanskelige og tidkrevende prosesser for registrering.
- Manglende klarhet om hva som skal registreres.
- Frykt for å gjøre feil som kan påvirke hans omdømme.
- Usikkerhet og frustrasjon over å bruke ny teknologi og digitale verktøy.

#### Behov

- En enkel og brukervennlig plattform for å registrere sine interesser.
- Klare, trinnvis instruksjoner og retningslinjer for hva som skal registreres.
- Mulighet til å få støtte og hjelp ved behov.

#### Favoritt Merker



#### Brukertilstand

**Internett**  
**Sosiale Medier**  
**Netthandel**  
**Dingser**  
**Pionerbruker**

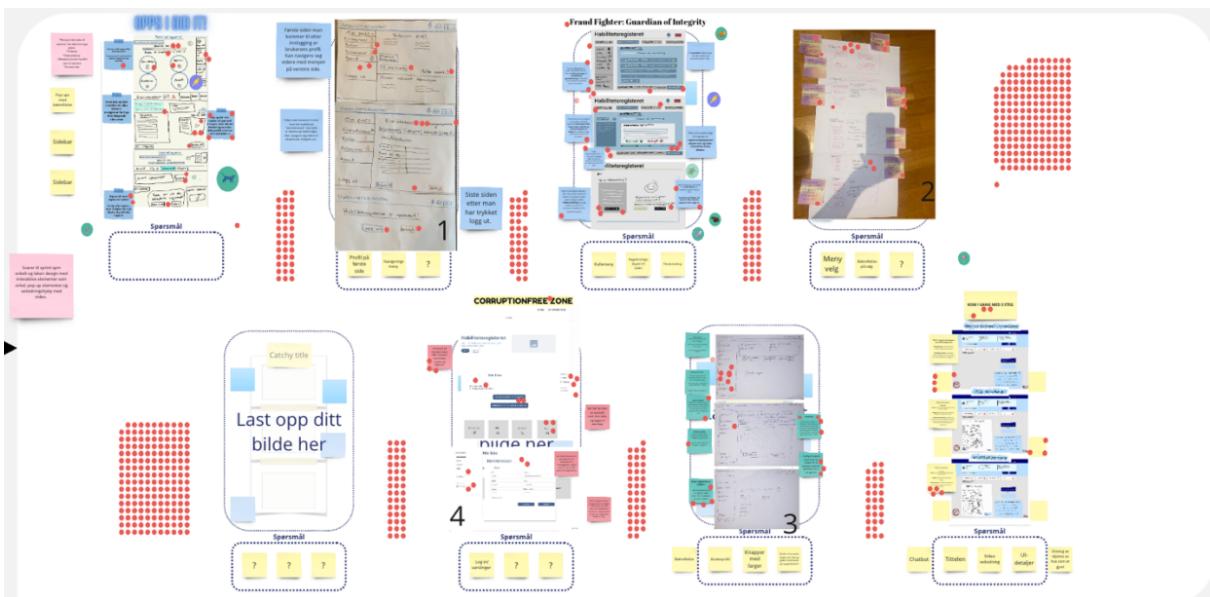


### Brukerhistorie

- Start:**
  - Per mottar en e-post som minner ham om å registrere sine eierinteresser, roller og verv. Han er usikker på hvordan han skal gjøre dette.
- Navigasjon:**
  - Han logger inn på Habiliteringsregisteret, og leser info om hva som skal registreres.
- Handling:**
  - Per følger instruksjonene og fyller ut informasjon om sine eierinteresser, roller og verv, men er usikker på om han gjør det riktig. Han ringer IT-støtte for hjelp og får veiledding gjennom prosessen.
- Bekrefteelse:**
  - Han mottar en bekreftelse på e-post om at registreringen er fullført og kan se en oversikt over sín registrerte informasjon.
- Resultat:**
  - Per har fullført registreringen med hjelp fra IT-støtte/mulighet for kontakt og føler seg tryggar.

### Tech

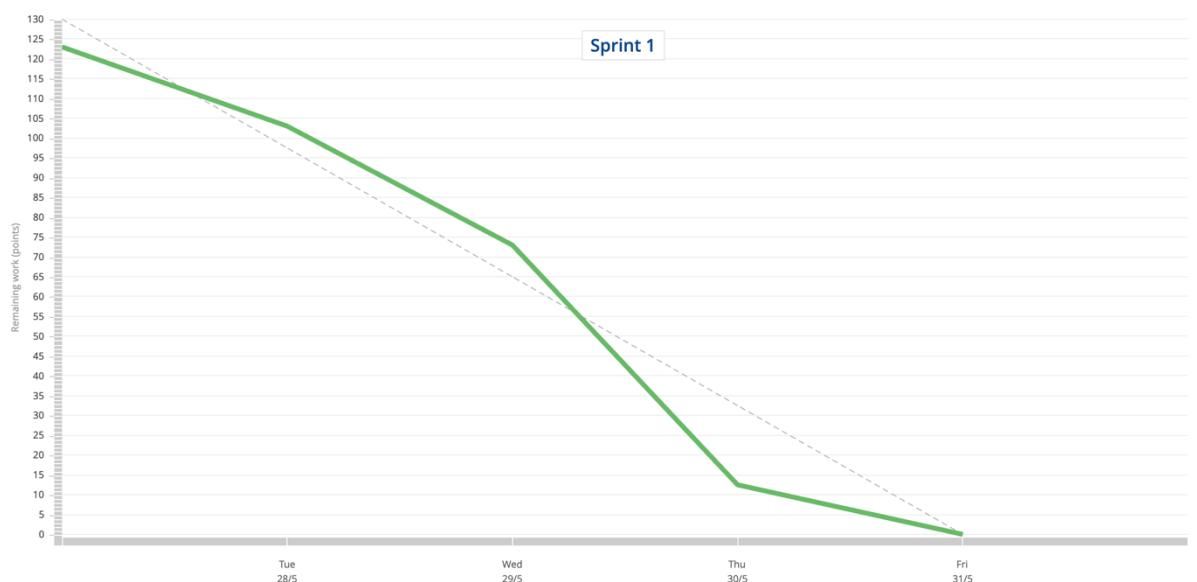
## Concept-gallery



## Storyboard



## Burndownchart-sprint1



## Timelist-Sprint1

### Time used in this project

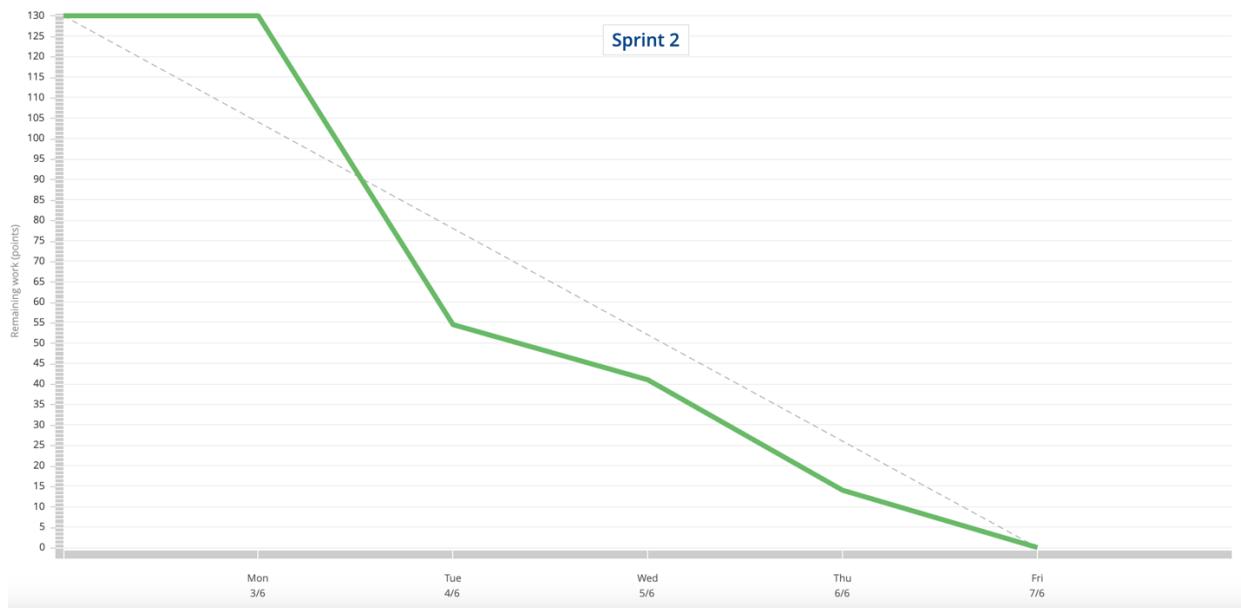
[This project](#)

[All projects](#)

Used by	When	Sprint 1	Total 82.7 hours
Tuesday 28/5	Jenny	4 hours	In the backlog item "log in page"
Tuesday 28/5	Jenny	4 hours	In the backlog item "landing page/info page"
Tuesday 28/5	Jenny	4 hours	In the backlog item "Overview page"
Tuesday 28/5	Jenny	4 hours	In the backlog item "Registration schemas"
Tuesday 28/5	Jenny	4 hours	In the backlog item "Feedback & receipt page"
Tuesday 28/5	Izel	2 hours	In the backlog item "Send receipt frame"
Tuesday 28/5	Izel	0.5 hours	In the backlog item "List the goals for First Sprint"
Wednesday 29/5	Mari	1 hour	In the backlog item "Progress bar"
Wednesday 29/5	Mari	0.25 hours	In the backlog item "'Add' button"
Wednesday 29/5	Mari	0.25 hours	In the backlog item "Question boxes"
Wednesday 29/5	Mari	0.25 hours	In the backlog item "Schema fields"
Wednesday 29/5	Michelle	1 hour	In the backlog item "Animation"
Wednesday 29/5	Hannah	4 hours	In the backlog item "Header"
Wednesday 29/5	Hannah	4 hours	In the backlog item "Main frame"
Wednesday 29/5	Victoria	1.5 hours	Need to show the...
Wednesday 29/5	Victoria	2 hours	We need two more testers.
Wednesday 29/5	Mari	0.05 hours	In the backlog item "Button to confirm nothing to register"
Wednesday 29/5	Mari	0.25 hours	In the backlog item "Progress bar"
Wednesday 29/5	Mari	0.05 hours	In the backlog item "Question boxes"
Thursday 30/5	Jenny	1 hour	In the backlog item "Header & Footer"
Thursday 30/5	Tobias	2 hours	In the backlog item "Fields"
Thursday 30/5	Tobias	1 hour	In the backlog item "Change information buttons"
Thursday 30/5	Hannah	1 hour	In the backlog item "Infobox"
Thursday 30/5	Mari	1 hour	In the backlog item "Infobox"
Thursday 30/5	Michelle	4 hours	In the backlog item "Main bar"
Thursday 30/5	Hannah	0.5 hours	In the backlog item "Header"
Thursday 30/5	Hannah	1 hour	In the backlog item "Menu bar"
Thursday 30/5	Hannah	2 hours	In the backlog item "Main frame"
Thursday 30/5	Hannah	2 hours	In the backlog item "Main frame"
Thursday 30/5	Hannah	3 hours	In the backlog item "Overview of previous registrations"
Thursday 30/5	Hannah	1 hour	In the backlog item "Overview of previous registrations"
Thursday 30/5	Victoria	0.5 hours	In the backlog item "Write interview questions"
Thursday 30/5	Victoria	1 hour	In the backlog item "Find user testers"
Thursday 30/5	Victoria	2 hours	In the backlog item "Conducting user tests"

Thursday 30/5	Izel	1.5 hours	In the backlog item "Send receipt frame"
Thursday 30/5	Victoria	1 hour	In the backlog item "Buttons"
Thursday 30/5	Michelle	4 hours	In the backlog item "Main header"
Thursday 30/5	Jenny	3 hours	In the backlog item "Font"
Thursday 30/5	Michelle	3 hours	In the backlog item "Footer"
Thursday 30/5	Victoria	1.5 hours	In the backlog item "Reflection on the process"
Thursday 30/5	Mari	0.1 hours	In the backlog item "Infobox"
Friday 31/5	Tobias	1 hour	In the backlog item "Feedback frame"
Friday 31/5	Izel	1 hour	In the backlog item "Add the product backlog"
Friday 31/5	Tobias	1 hour	In the backlog item "Burndown graph"
Friday 31/5	Victoria	0.5 hours	In the backlog item "Time lists"
Friday 31/5	Victoria	2 hours	In the backlog item "Sprint planning and review"
Friday 31/5	Izel	3 hours	In the backlog item "Retrospective meeting."

### Burndownchart-sprint2



## Timelist-sprint2

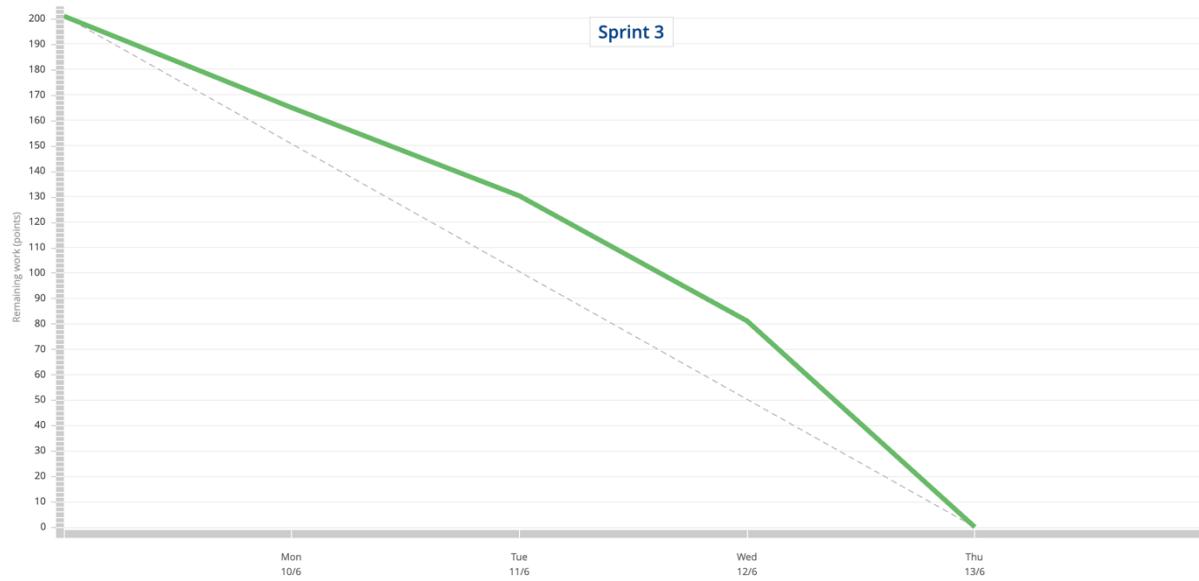
Used by	Deimos	When	Sprint 2	Total 84.16 hours
Monday 3/6	Mari	0.25 hours	In the backlog item "Change all schema pop ups to own windows"	
Monday 3/6	Hannah	4 hours	In the backlog item "Create an empty default menu bar"	
Monday 3/6	Jenny	1 hour	In the backlog item "Change Animation for the snake design to be static"	
Monday 3/6	Jenny	2 hours	In the backlog item "Create boxes for the different categories, add icons and..."	
Monday 3/6	Jenny	1 hour	In the backlog item "Change to only have two colors"	
Monday 3/6	Jenny	2 hours	In the backlog item "Move the footer content to boxes, add some hover..."	
Monday 3/6	Mari	0.1 hours	In the backlog item "Change footer and header, colors, size, icons and text"	
Monday 3/6	Mari	0.25 hours	In the backlog item "Change footer and header, colors, size, icons and text"	
Monday 3/6	Jenny	1 hour	In the backlog item "Change flow in Figma to information page before log in"	
Monday 3/6	Mari	0.25 hours	In the backlog item "Change log in page to a pop up page"	
Monday 3/6	Mari	0.25 hours	In the backlog item "Change header "Ole Nordmann" to log in on first page"	
Monday 3/6	Victoria	0.5 hours	In the backlog item "List the goals for second sprint"	
Tuesday 4/6	Victoria	0.5 hours	In the backlog item "Change box colors"	
Tuesday 4/6	Tobias	1 hour	In the backlog item "Add boxes with "Eksport", "profil historikk""	
Tuesday 4/6	Victoria	0.5 hours	In the backlog item "Change text weight and color on "rediger profil""	
Tuesday 4/6	Izel	0.25 hours	In the backlog item "Change "tilbake" button to match "tilbake til oversikt""	
Tuesday 4/6	Tobias	1 hour	In the backlog item "Move check box animation from pop up to "Kvittering""	
Tuesday 4/6	Tobias	1 hour	In the backlog item "Make the feedback box small with curves and add a pop..."	
Tuesday 4/6	Tobias	2 hours	In the backlog item "Make the feedback box small with curves and add a pop..."	
Tuesday 4/6	Izel	0.03 hours	In the backlog item "Delete "Fullfør manglende opplysninger" button"	
Tuesday 4/6	Izel	0.25 hours	In the backlog item "Move and change "tilbake til oversikt" button."	
Tuesday 4/6	Izel	0.1 hours	In the backlog item "Change button color on log out"	
Tuesday 4/6	Izel	0.5 hours	In the backlog item "Change layout"	
Tuesday 4/6	Mari	1 hour	In the backlog item "Change all schema pop ups to own windows"	
Tuesday 4/6	Hannah	0.5 hours	In the backlog item "Change and move information button"	
Tuesday 4/6	Mari	0.25 hours	In the backlog item "Bigger font size on all pages and text"	
Tuesday 4/6	Hannah	1 hour	In the backlog item "Bigger font size on all pages and text"	
Tuesday 4/6	Mari	0.25 hours	In the backlog item "Format padding on all pages and that the text has the sa..."	
Tuesday 4/6	Hannah	2 hours	In the backlog item "Format padding on all pages and that the text has the sa..."	
Tuesday 4/6	Mari	0.25 hours	In the backlog item "Add a "Add another registration button""	
Tuesday 4/6	Hannah	0.5 hours	In the backlog item "Fill in the "annet" Schema"	
Tuesday 4/6	Hannah	1 hour	In the backlog item "Add new schema fields to fill out spouse information such..."	
Tuesday 4/6	Hannah	2 hours	In the backlog item "Create an empty default menu bar"	
Tuesday 4/6	Hannah	1 hour	In the backlog item "Create a menu bar that shows registered information"	

Tuesday 4/6	Hannah	2 hours	In the backlog item "Create a menu bar that shows registered information"
Tuesday 4/6	Izel	0.25 hours	In the backlog item "Change "start reg""
Tuesday 4/6	Hannah	0.2 hours	In the backlog item "Delete second menu bar"
Tuesday 4/6	Hannah	1 hour	In the backlog item "Check if it is possible to make frame flexible to the content"
Tuesday 4/6	Jenny	3 hours	In the backlog item "Create boxes for the different categories, add icons and..."
Tuesday 4/6	Jenny	3 hours	In the backlog item "Move the footer content to boxes, add some hover..."
Tuesday 4/6	Michelle	3 hours	In the backlog item "Create pages for the three new boxes"
Tuesday 4/6	Michelle	4 hours	In the backlog item "Create pages for the three new boxes"
Tuesday 4/6	Mari	0.25 hours	In the backlog item "Change footer and header, colors, size, icons and text"
Tuesday 4/6	Izel	0.03 hours	In the backlog item "Change start registration button to log in button"
Wednesday 5/6	Jenny	1 hour	In the backlog item "Change fonts"
Wednesday 5/6	Hannah	1.5 hours	In the backlog item "Change padding / Margin on all pages"
Wednesday 5/6	Victoria	0.5 hours	In the backlog item "Change box colors"
Wednesday 5/6	Victoria	0.25 hours	In the backlog item "Change text weight and color on "rediger profil""
Wednesday 5/6	Tobias	1 hour	In the backlog item "Move check box animation from pop up to "Kvittering""
Wednesday 5/6	Hannah	0.5 hours	In the backlog item "Bigger font size on all pages and text"
Wednesday 5/6	Hannah	2 hours	In the backlog item "Change the "Dette har du registrert" page"

Wednesday 5/6	Hannah	1 hour	In the backlog item "Change layout"
Wednesday 5/6	Hannah	0.5 hours	In the backlog item "Create a mock up of "Relasjoner""
Wednesday 5/6	Jenny	1 hour	In the backlog item "Change to only have two colors"
Wednesday 5/6	Jenny	3 hours	In the backlog item "Move the footer content to boxes, add some hover..."
Wednesday 5/6	Michelle	4.5 hours	In the backlog item "Create pages for the three new boxes"
Wednesday 5/6	Jenny	2 hours	In the backlog item "Make personas from the target group"
Thursday 6/6	Michelle	1 hour	In the backlog item "Change fonts"
Thursday 6/6	Mari	1 hour	In the backlog item "Change padding / Margin on all pages"
Thursday 6/6	Hannah	0.5 hours	In the backlog item "Change colors"
Thursday 6/6	Tobias	0.5 hours	In the backlog item "Change colors"
Thursday 6/6	Michelle	0.5 hours	In the backlog item "Change colors"
Thursday 6/6	Jenny	0.5 hours	In the backlog item "Change colors"
Thursday 6/6	Mari	0.25 hours	In the backlog item "Move and change "tilbake til oversikt" button."
Thursday 6/6	Mari	0.25 hours	In the backlog item "Change button color on log out"
Thursday 6/6	Mari	1 hour	In the backlog item "Change layout"
Thursday 6/6	Hannah	2 hours	In the backlog item "Check if it is possible to make frame flexible to the content"
Thursday 6/6	Hannah	2 hours	In the backlog item "Create a mock up of "Relasjoner""

Thursday 6/6	Jenny	0.5 hours	In the backlog item "Change to only have two colors"
Thursday 6/6	Jenny	1 hour	In the backlog item "Make personas from the target group"
Thursday 6/6	Jenny	0.5 hours	In the backlog item "Make personas from the target group"
Thursday 6/6	Victoria	0.5 hours	In the backlog item "Burndown graph"
Friday 7/6	Mari	2 hours	In the backlog item "Move check box animation from pop up to "Kvittering"..."
Friday 7/6	Mari	1 hour	In the backlog item "Make the feedback box small with curves and add a pop..."
Friday 7/6	Mari	0.25 hours	In the backlog item "Move and change "tilbake til oversikt" button."
Friday 7/6	Mari	1.5 hours	In the backlog item "Format padding on all pages and that the text has the sa..."
Friday 7/6	Victoria	0.15 hours	In the backlog item "Add the product backlog"
Friday 7/6	Victoria	0.15 hours	In the backlog item "List the goals for second sprint"
Friday 7/6	Izel	0.5 hours	In the backlog item "Reflection of the progress"
Friday 7/6	Izel	0.5 hours	In the backlog item "Retrospective meeting"
Friday 7/6	Izel	1 hour	In the backlog item "Sprint planning and review"
Friday 7/6	Victoria	0.15 hours	In the backlog item "Time lists"

### Burndownchart-sprint3



## Timelist-sprint3

Used by	Deimos	When	Sprint 3	Total 166.25 hours
Monday 10/6	Jenny	3 hours		In the backlog item "Buttons"
Monday 10/6	Jenny	2 hours		In the backlog item "Buttons"
Monday 10/6	Michelle	2 hours		In the backlog item "Same font on all pages"
Monday 10/6	Jenny	0.5 hours		In the backlog item "Check that we are using the correct header"
Monday 10/6	Victoria	4 hours		In the backlog item "Small adjustments on landing page"
Monday 10/6	Hannah	1 hour		In the backlog item "Profile page"
Monday 10/6	Michelle	2 hours		In the backlog item "The overview page"
Monday 10/6	Hannah	1 hour		In the backlog item "Schemas"
Monday 10/6	Tobias	1 hour		In the backlog item "Completed registration"
Monday 10/6	Mari	0.5 hours		In the backlog item "Information popup"
Monday 10/6	Mari	0.5 hours		In the backlog item "Privacy popup"
Monday 10/6	Mari	0.25 hours		In the backlog item "Privacy popup"
Monday 10/6	Mari	0.5 hours		In the backlog item ""Personvern" page"
Monday 10/6	Michelle	2 hours		In the backlog item "Last finish on header and footer"
Monday 10/6	Jenny	1.5 hours		In the backlog item "Second landing page"
Monday 10/6	Victoria	1.5 hours		In the backlog item "template report"
Monday 10/6	Izel	2 hours		In the backlog item "Introduction"
Monday 10/6	Izel	0.25 hours		In the backlog item "Introduction"
Monday 10/6	Izel	1 hour	Worked individually	In the backlog item "template report"
Monday 10/6	Izel	1 hour	Reviewed and improved...	In the backlog item "template report"
Monday 10/6	Victoria	1 hour		In the backlog item "template report"
Tuesday 11/6	Mari	0.5 hours		In the backlog item "Check prototype for typos"
Tuesday 11/6	Hannah	0.5 hours		In the backlog item "Delete unnecessary things in figma and write names on..."
Tuesday 11/6	Hannah	1 hour		In the backlog item "Profile page"
Tuesday 11/6	Mari	0.5 hours		In the backlog item "Information popup"
Tuesday 11/6	Mari	0.5 hours		In the backlog item ""Personvern" page"
Tuesday 11/6	Mari	1 hour		In the backlog item ""Personvern" page"
Tuesday 11/6	Mari	1 hour		In the backlog item "Concept overview"
Tuesday 11/6	Michelle	2.5 hours		In the backlog item "User testing"
Tuesday 11/6	Hannah	1 hour		In the backlog item "Technical choices"
Tuesday 11/6	Hannah	2 hours		In the backlog item "Technical choices"
Tuesday 11/6	Hannah	1 hour		In the backlog item "Theoretical and design choices"
Tuesday 11/6	Hannah	1 hour		In the backlog item "Theoretical and design choices"
Tuesday 11/6	Jenny	0.5 hours		In the backlog item "Theoretical and design choices"

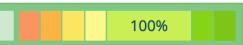
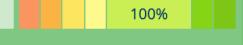
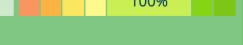
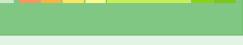
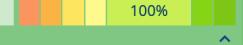
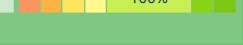
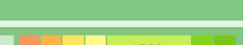
Tuesday 11/6	Jenny	2 hours	In the backlog item "Delivery test"
Tuesday 11/6	Victoria	1 hour	In the backlog item "Client info"
Tuesday 11/6	Izel	1 hour	In the backlog item "Problem overview"
Tuesday 11/6	Izel	2 hours	In the backlog item "Solution concept"
Tuesday 11/6	Izel	0.5 hours	In the backlog item "About us"
Tuesday 11/6	Tobias	1 hour	In the backlog item "Method and planning"
Tuesday 11/6	Tobias	1 hour	In the backlog item "Method and planning"
Tuesday 11/6	Tobias	1 hour	In the backlog item "Method and planning"
Tuesday 11/6	Izel	1.5 hours	In the backlog item "Design sprint"
Tuesday 11/6	Victoria	2 hours	In the backlog item "Iterations"
Tuesday 11/6	Victoria	1 hour	In the backlog item "Process"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Check prototype for typos"
Wednesday 12/6	Jenny	2.5 hours	In the backlog item "Schemas"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Introduction"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Introduction"
Wednesday 12/6	Mari	1 hour	In the backlog item "Concept overview"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Vision statement"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Vision statement"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Solution description and objectives"
Wednesday 12/6	Mari	1 hour	In the backlog item "Solution description and objectives"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Requirements"
Wednesday 12/6	Mari	1 hour	In the backlog item "Solution demo"
Wednesday 12/6	Mari	2 hours	In the backlog item "Solution demo"
Wednesday 12/6	Michelle	2.5 hours	In the backlog item "User testing"
Wednesday 12/6	Jenny	0.5 hours	In the backlog item "Theoretical and design choices"
Wednesday 12/6	Jenny	3 hours	In the backlog item "Theoretical and design choices"
Wednesday 12/6	Michelle	3.5 hours	In the backlog item "Theoretical and design choices"
Wednesday 12/6	Jenny	3 hours	In the backlog item "Delivery test"
Wednesday 12/6	Mari	0.5 hours	In the backlog item "Future enhancements"
Wednesday 12/6	Jenny	0.25 hours	In the backlog item "References"
Wednesday 12/6	Izel	1 hour	In the backlog item "Problem overview"
Wednesday 12/6	Izel	2 hours	In the backlog item "Problem overview"
Wednesday 12/6	Izel	1.5 hours	In the backlog item "Solution concept"
Wednesday 12/6	Izel	1.5 hours	In the backlog item "Solution concept"

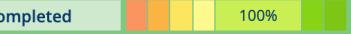
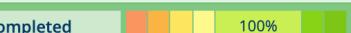
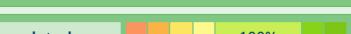
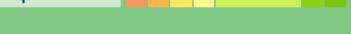
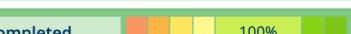
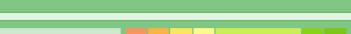
Wednesday 12/6	Izel	0.5 hours	In the backlog item "About us"
Wednesday 12/6	Izel	1 hour	In the backlog item "About us"
Wednesday 12/6	Izel	0.5 hours	In the backlog item "Design sprint"
Wednesday 12/6	Izel	1 hour	In the backlog item "Design sprint"
Wednesday 12/6	Victoria	2 hours	In the backlog item "Iterations"
Wednesday 12/6	Victoria	3 hours	First draft is done
Wednesday 12/6	Victoria	1 hour	In the backlog item "Iterations"
Wednesday 12/6	Victoria	2 hours	In the backlog item "Process"
Wednesday 12/6	Tobias	2 hours	In the backlog item "Future directions"
Wednesday 12/6	Izel	0.5 hours	In the backlog item "Edit video"
Thursday 13/6	Hannah	5 hours	In the backlog item "The overview page"
Thursday 13/6	Mari	1 hour	In the backlog item "Concept overview"
Thursday 13/6	Mari	2 hours	In the backlog item "Solution demo"
Thursday 13/6	Hannah	0.5 hours	In the backlog item "Technical choices"
Thursday 13/6	Hannah	0.5 hours	In the backlog item "Theoretical and design choices"
Thursday 13/6	Mari	2 hours	In the backlog item "Future enhancements"
Thursday 13/6	Michelle	0.5 hours	In the backlog item "References"

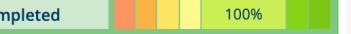
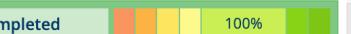
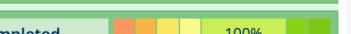
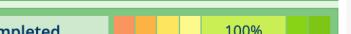
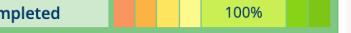
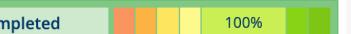
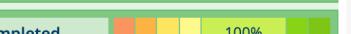
Thursday 13/6	Izel	4 hours	In the backlog item "Review of the report and improvements"
Thursday 13/6	Izel	2 hours	In the backlog item "Problem overview"
Thursday 13/6	Izel	2 hours	In the backlog item "Solution concept"
Thursday 13/6	Tobias	1 hour	In the backlog item "Method and planning"
Thursday 13/6	Izel	3 hours	In the backlog item "Design sprint"
Thursday 13/6	Victoria	1 hour	In the backlog item "Iterations"
Thursday 13/6	Victoria	1 hour	In the backlog item "Process"
Thursday 13/6	Victoria	5 hours	In the backlog item "Process"
Thursday 13/6	Victoria	0.5 hours	In the backlog item "Process"
Thursday 13/6	Tobias	2 hours	In the backlog item "Future directions"
Thursday 13/6	Tobias	1 hour	In the backlog item "Future directions"
Thursday 13/6	Tobias	2 hours	In the backlog item "Conclusion"
Thursday 13/6	Victoria	0.5 hours	In the backlog item "Refrences"
Thursday 13/6	Victoria	0.5 hours	In the backlog item "Refrences"
Thursday 13/6	Victoria	2 hours	In the backlog item "Appendix"
Thursday 13/6	Hannah	2 hours	In the backlog item "Review of the report and improvements"
Thursday 13/6	Victoria	2 hours	In the backlog item "Review of the report and improvements"

Thursday 13/6	Jenny	2 hours	In the backlog item "Review of the report and improvements"
Thursday 13/6	Mari	2 hours	In the backlog item "Review of the report and improvements"
Thursday 13/6	Izel	1 hour	In the backlog item "Film video of all group members"
Thursday 13/6	Izel	1 hour	In the backlog item "Edit video"
Thursday 13/6	Izel	0.5 hours	In the backlog item "Edit video"
Thursday 13/6	Victoria	2 hours	In the backlog item "Film demo with prototype"
Thursday 13/6	Victoria	1.5 hours	In the backlog item "Communication in the group"
Thursday 13/6	Victoria	4 hours	In the backlog item "Workload within the group"
Thursday 13/6	Victoria	3 hours	In the backlog item "To what extent do we feel that our solution reflects our..."
Thursday 13/6	Tobias	1 hour	In the backlog item "What would we do differently next time we have a project"
Thursday 13/6	Izel	1 hour	In the backlog item "What are the three most important things we have learned?"
Thursday 13/6	Victoria	2 hours	"group pictures"
Thursday 13/6	Tobias	1 hour	In the backlog item "Review of the report and improvements"
Thursday 13/6	Hannah	2 hours	In the backlog item "Review of the report and improvements"

## Productbacklog at the end of the project

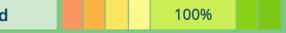
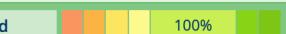
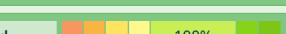
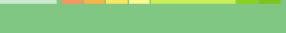
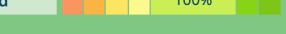
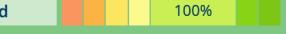
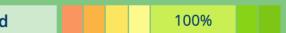
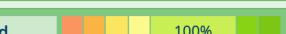
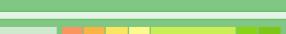
General design changes	Epic	10 points	Sprint completed	
Change fonts		2 points	Sprint completed	
Change padding / Margin on all pages		4 points	Sprint completed	
Change colors		4 points	Sprint completed	
Add a backlog item				
As a user I want to check my profile and be able to change my information	Epic	9 points	Sprint completed	
Change box colors		2 points	Sprint completed	
Add boxes with "Eksport", "profil historikk"		3 points	Sprint completed	
Change "tilbake" button to match "tilbake til oversikt"		2 points	Sprint completed	
Change and move information button		2 points	Sprint completed	
Add a backlog item				
As a user I want to get confirmation that the schema is sent in.	Epic	18 points	Sprint completed	

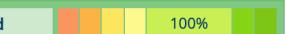
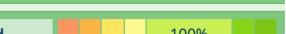
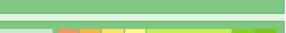
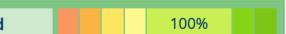
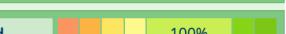
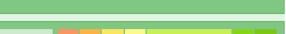
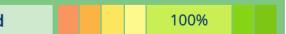
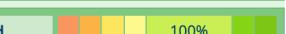
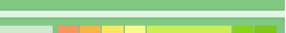
Move check box animation from pop up to "Kvittering" page.	5 points	Sprint completed	
Make the feedback box small with curves and add a pop up.	5 points	Sprint completed	
Delete "Fullfør manglende opplysninger" button	1 point	Sprint completed	
Move and change "tilbake til oversikt" button.	4 points	Sprint completed	
Change button color on log out	1 point	Sprint completed	
Change layout	2 points	Sprint completed	
Add a backlog item			
As a user I need to be able to register my information	Epic	27 points	Sprint completed 
Change text weight and color on "rediger profil"	1 point	Sprint completed	
Change all schema pop ups to own windows	7 points	Sprint completed	
Bigger font size on all pages and text	1 point	Sprint completed	

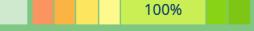
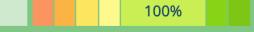
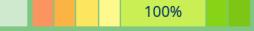
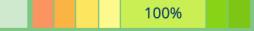
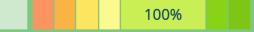
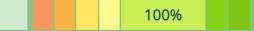
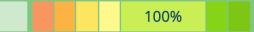
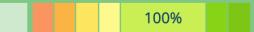
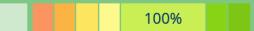
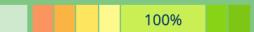
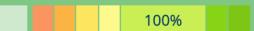
Format padding on all pages and that the text has the same starting point	2 points	Sprint completed	
Add a "Add another registration button"	2 points	Sprint completed	
Fill in the "annet" Schema	2 points	Sprint completed	
Change the "Dette har du registrert" page	5 points	Sprint completed	
Add new schema fields to fill out spouse information such as, "Eierinteresser", "Rolle", and so on.	7 points	Sprint completed	
Add a backlog item			
As a user I want to get an overview of all my registrations.	Epic	24 points	Sprint completed 
Create an empty default menu bar	4 points	Sprint completed	
Create a menu bar that shows registered information	8 points	Sprint completed	
Change "start reg"	1 point	Sprint completed	
Change layout	1 point	Sprint completed	

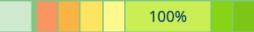
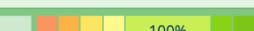
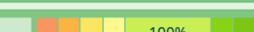
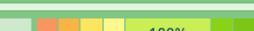
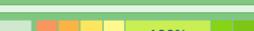
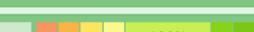
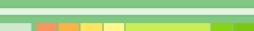
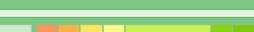
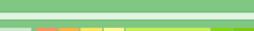
Delete second menu bar	1 point	Sprint completed	
Check if it is possible to make frame flexible to the content	7 points	Sprint completed	
Create a mock up of "Relasjoner"	2 points	Sprint completed	
Add a backlog item			
As a user I want to get easy access to the information needed to what I need to fill out during the registration process.	Epic 19 points	Sprint completed	
Change Animation fot the snake design to be static	1 point	Sprint completed	
Create boxes for the different categories, add icons and text.	4 points	Sprint completed	
Change to only have two colors	1 point	Sprint completed	
Move the footer content to boxes, add some hover animation	4 points	Sprint completed	
Create pages for the three new boxes	6 points	Sprint completed	
Change footer and header, colors, size, icons and text	3 points	Sprint completed	

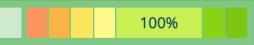
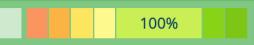
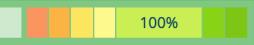
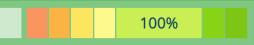
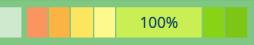
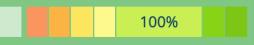
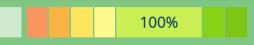
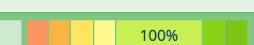
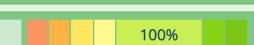
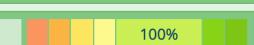
As a user I want to see more information before I start the log in and registration process	Epic 6 points	Sprint completed	
Change start registration button to log in button	1 point	Sprint completed	
Change flow in Figma to information page before log in	1 point	Sprint completed	
Change log in page to a pop up page	2 points	Sprint completed	
Change header "Ole Nordmann" to log in on first page	1 point	Sprint completed	
Delete the button on the bottom "Start registrering"	1 point	Sprint completed	
Add a backlog item			
Personas	Epic 4 points	Sprint completed	
Make personas from the target group	4 points	Sprint completed	
Add a backlog item			
As a user I want consistency in the design	Epic 51 points	Sprint completed	
Check prototype for typos	4 points	Sprint completed	

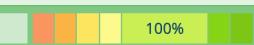
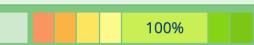
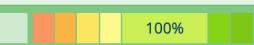
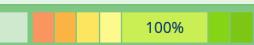
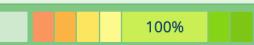
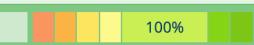
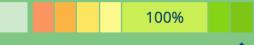
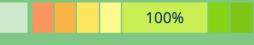
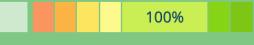
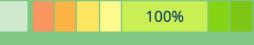
Buttons	4 points	Sprint completed	
Same font on all pages	4 points	Sprint completed	
Delete unnecessary things in figma and write names on frames	3 points	Sprint completed	
Check that we are using the correct header	2 points	Sprint completed	
Small adjustments on landing page	5 points	Sprint completed	
Profile page	5 points	Sprint completed	
The overview page	7 points	Sprint completed	
Schemas	3 points	Sprint completed	
Completed registration	2 points	Sprint completed	
Information popup	2 points	Sprint completed	
Privacy popup	2 points	Sprint completed	

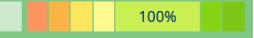
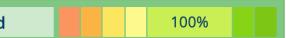
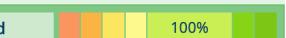
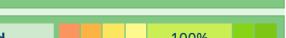
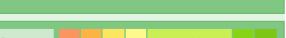
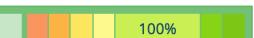
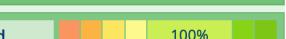
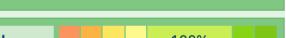
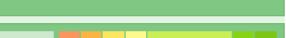
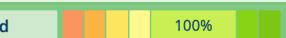
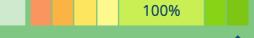
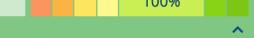
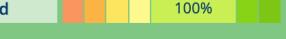
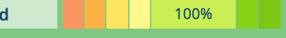
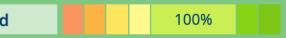
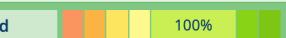
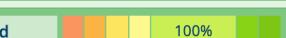
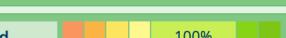
"Personvern" page	2 points	Sprint completed	
Last finish on header and footer	2 points	Sprint completed	
Second landing page	4 points	Sprint completed	
Add a backlog item			
Report	Epic	174 points	Sprint completed 
Report Delivery 3	Epic	11 points	Sprint completed 
Report Delivery 4	Epic	13 points	Sprint completed 
Result Report	Epic	54 points	Sprint completed 
Introduction	2 points	Sprint completed	
Concept overview	3 points	Sprint completed	
Vision statement	2 points	Sprint completed	

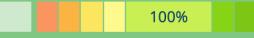
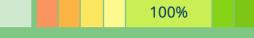
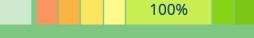
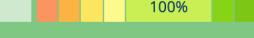
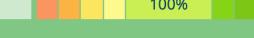
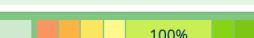
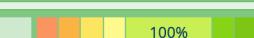
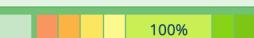
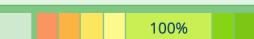
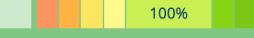
Solution description and objectives	4 points	Sprint completed	
Requirements	2 points	Sprint completed	
Solution demo	2 points	Sprint completed	
User testing	5 points	Sprint completed	
Technical choices	6 points	Sprint completed	
Theoretical and design choices	8 points	Sprint completed	
Delivery test	4 points	Sprint completed	
Future enhancements	4 points	Sprint completed	
References	2 points	Sprint completed	
Appendix	1 point	Sprint completed	
Review of the report and improvements	5 points	Sprint completed	

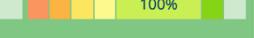
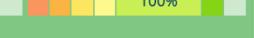
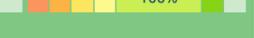
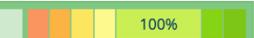
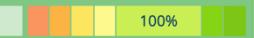
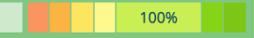
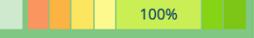
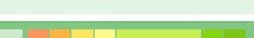
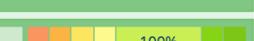
template report	4 points	Sprint completed	
Add a backlog item			
Project Report	Epic	62 points	Sprint completed 
Introduction	2 points	Sprint completed	
Client info	1 point	Sprint completed	
Problem overview	4 points	Sprint completed	
Solution concept	5 points	Sprint completed	
About us	2 points	Sprint completed	
Method and planning	4 points	Sprint completed	
Design sprint	4 points	Sprint completed	
Iterations	8 points	Sprint completed	

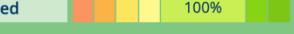
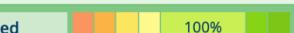
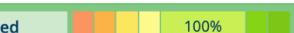
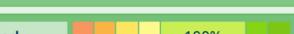
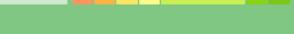
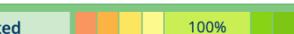
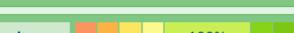
Process	8 points	Sprint completed	
Future directions	5 points	Sprint completed	
Conclusion	5 points	Sprint completed	
References	3 points	Sprint completed	
Appendix	2 points	Sprint completed	
Review of the report and improvements	5 points	Sprint completed	
template report	4 points	Sprint completed	
Add a backlog item			
Group reflection	Epic 21 points	Sprint completed	
Communication in the group	3 points	Sprint completed	
Workload within the group	2 points	Sprint completed	

To what extent do we feel that our solution reflects our current technical skills	3 points	Sprint completed	
What would we do differently next time we have a project	4 points	Sprint completed	
What are the three most important things we have learned during the project?	3 points	Sprint completed	
Other	1 point	Sprint completed	
Review of the report and improvements	3 points	Sprint completed	
template report	2 points	Sprint completed	
Add a backlog item			
Video presentation	Epic 13 points	Sprint completed	
Film video of all group members	5 points	Sprint completed	
Film demo with prototype	3 points	Sprint completed	
Edit video	5 points	Sprint completed	

Information page	Epic	22 points	Sprint completed	
Information text boxes		5 points	Sprint completed	
Pictures to represent the different information		1 point	Sprint completed	
Navigation to page		5 points	Sprint completed	
Animation		7 points	Sprint completed	
Buttons		4 points	Sprint completed	
Add a backlog item				
"Roller" Registration	Epic	10 points	Sprint completed	
Progress bar		2 points	Sprint completed	
Infobox		4 points	Sprint completed	
Question boxes		2 points	Sprint completed	
Add a backlog item				
Button to confirm nothing to register		2 points	Sprint completed	
Add a backlog item				
Animation	Epic	3 points	Done	
Registration Success Animation		3 points	Done	
Add a backlog item				
"Eierinteresse" registration	Epic	15 points	Sprint completed	
Progress bar		2 points	Sprint completed	
Infobox		4 points	Sprint completed	
"Add" button		2 points	Sprint completed	
Question boxes		2 points	Sprint completed	
Button to confirm nothing to register		2 points	Sprint completed	
Schema fields		3 points	Sprint completed	

"Oversikt" page	Epic	4 points	Sprint completed	
Header		1 point	Sprint completed	
Menu bar		3 points	Sprint completed	
Main frame		7 points	Sprint completed	
Overview of previous registrations		7 points	Sprint completed	
Add a backlog item				
User test	Epic	12 points	Sprint completed	
Write interview questions		4 points	Sprint completed	
Find user testers		3 points	Sprint completed	
Conducting user tests		5 points	Sprint completed	
Add a backlog item				
"Eierinteresser" Schema	Epic	7 points	Done	

Layout schema	2 points	Done		
Cancel button	1 point	Done		
Question boxes	3 points	Done		
Confirm button	1 point	Done		
Add a backlog item				
Feedback page	Epic	8 points	Sprint completed	
Send receipt frame	3 points	Sprint completed		
Feedback frame	3 points	Sprint completed		
Buttons	2 points	Sprint completed		
Add a backlog item				
wireframes	Epic	17 points	Sprint completed	
log in page		3 points	Sprint completed	

landing page/info page	4 points	Sprint completed	
Overview page	4 points	Sprint completed	
Registration schemas	3 points	Sprint completed	
Feedback & receipt page	3 points	Sprint completed	
Add a backlog item			
Recurrent items on several pages	Epic 16 points	Sprint completed	
Main bar	4 points	Sprint completed	
Footer	3 points	Sprint completed	
Main header	4 points	Sprint completed	
Font	5 points	Sprint completed	
Add a backlog item			
Profile Page	Epic 7 points	Sprint completed	
Change information buttons	2 points	Sprint completed	
Header & Footer	1 point	Sprint completed	
Nearest manager	2 points	Sprint completed	
Fields	2 points	Sprint completed	