The group has decreased the velocity this week because of a busy schedule.

Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value
  - Unchanged, the scope of the application is still the same.
- the success criteria for the team in terms of what you want to achieve within the project (this can include the application, but also your learning outcomes, your teamwork, or your effort)
  - Our success criteria has not really changed since last week. But we have discussed a lot about the importance of improving our structure so that we can increase the amount of deliveries.
- your user stories in terms of using a standard pattern, acceptance criteria, task breakdown and effort estimation and how this influenced the way you worked and created value
  - At the beginning of this week we did not really update our user-stories properly, which led to some problems during the sprint. In order to avoid this next sprint we will dedicate a larger amount of time during our next startup meeting to review existing user-stories as well as writing new ones.
- your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders
  - As of now we do not have specific acceptance tests except for acceptance criterias.
  - We want an extra acceptance test to verify that the feature is ready.
  - The team wants to introduce an interaction protocol to check if the main-flow and exception-flow of a function is ready to be launched.
- the three KPIs you use for monitoring your progress and how you use them to improve your process
  - The group has integrated sonarqube to check the code quality. We are using this to identify potential vulnerabilities in the code that needs to be amended. We also decided on creating a work breakdown structure in order to keep track of the sprint deliveries.

Deliveries (work breakdown structure)

Code Quality

1 C	16 B	89 A	0.0%	0.0%	2k S
Bugs	Vulnerabilities	Code Smells	Coverage	Duplications	Java, XML

Feelings-table:

	Daniel	Hampus	August	Jesper	Anthony	Henrik
Motivation	2	3	3	1	2	3
Productiveness	2	2	4	1	2	2
Stress	2	2	3	2	1	3
Team communication	2	2	3	1	2	2

Social Contract and Effort

- , i.e., the rules that define how you work together as a team, how it influenced your work, and how it evolved during the project (this means, of course, you should create one in the first week and continuously update it when the need arrives)
  - During the meetings the group has neglected the importance of having an official chairman and secretary, which reflects in our meetings.
  - We want to have an official chairman and secretary to structurize the meetings, take notes of what has been discussed during the meeting.
  - We will, as stated in the contract, decide on a chairman and a secretary in the beginning of the meeting. And then create an agenda.
- the time you have spent on the course and how it relates to what you delivered (so keep track of your hours so you can describe the current situation)
  - We have not tracked our exact number of hours, but relatively few and uneven hours have been put towards the project this week, which is reflected in our deliveries for the week. Hopefully improving on structure and making sure our startup is better next week will lead to us putting in more hours. We've also had a sick member in the group so next week we will be a full team again.

Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value
  - Due to limited amount of time, we have decided on not spending too much time refactoring and improving the architecture of the application, and instead spend more time on the team process and implementing new functionality. Ideally, we want to find time to divide the

responsibilities of the classes which currently handle both the view and controller part of the application.

- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)
  - Unchanged
- how you use and update your documentation throughout the sprints
  - Unchanged for this week but we want to improve how we update documentation such as meeting protocols and data on our deliveries.
- how you ensure code quality and enforce coding standards
  - Currently, we do not follow a certain structure on how to ensure code quality, and have detected some faults in code quality using sonarQube. To ensure code quality from here on, we have considered implementing a pull-request function for the development team, which means when a member has finished implementing something, he sends the code for another team member to review, who then gives his insights on the code quality (push or not).

Application of Scrum

- the roles you have used within the team and their impact on your work
  - We do not currently have any specific assigned roles. We have however noticed that our meetings are rather inefficient and we have had a hard time deciding when a user story is finished. For this reason, starting next sprint, we will have some assigned roles that will switch weekly, such as someone in charge of holding the meetings and a product owner.
- the agile practices you have used and their impact on your work
  - Not much has changed from last week. We still need to work on our estimations. We have however decided on a testing method called interaction protocol, which is a stepwise description of the main flow and exception flow of the implemented functionality. Every user-story has to go through the interaction protocol without errors to be considered done.
- the sprint review and how it relates to your scope and customer value (in the first weeks in terms of the outcome of the current week's exercise; in later weeks in terms of your meetings with the product owner)
  - Right now, the application has almost got all of the core functionalities. The features and design decisions

- best practices for learning and using new tools and technologies (IDEs, version control, scrum boards etc.; do not only describe which tools you used but focus on how you developed the expertise to use them)
  - Sonarqube has been integrated to the project.
  - To develop the expertise we have done research on the web and on different forums on how to setup the plugin on android studio.
- relation to literature and guest lectures (how do your reflections relate to what others have to say)?
  - Unchanged. Although we got a lot of good feedback on our supervised meeting and have further questions for our meeting tomorrow. We need to take better notes and really try to make use of the tips we are given since this week we wasted a lot of potential to improve.