

Team reflection 1

Customer Value and Scope

After group discussions we decided upon developing an application that connects people who, for lack of time, disability or other reasons, do not properly recycle their Pant¹ with people who are willing collect Pant to earn money. This platform needs to be user friendly and highly accessible to potential users and therefore we have chosen to develop it as an mobile application. Given the limited amount of time and resources we have to develop our platform we have decided to only develop the platform as an android application and not IOS.

After deciding this initial vision for the project, the group developed a preliminary mockup that roughly illustrated our project scope and a possible design for the end product. The mockup and the rest of our project can be found here:

<https://github.com/solveiland/GengarSEP>

Since then we have started formulating user-stories and building our project backlog, which has caused the project scope and design to evolve from the initial idea.

For now, we've decided to include the following set of features in our project scope:

- An interactive view of the currently posted ads where users can see relevant information about the pickup, such as the pickup address and the estimated value of the Pant. The user should be able to choose to accept pickup missions by interacting with this view.''
- An interactive map-view where users can see and accept the available pickup mission on a map, as well as see where the closest store that accepts Pant is located.
- A page where users can formulate and post their ads.
- The platform should incorporate user profiles where relevant information about the user should be saved, and a rating system that rates the different users.

This list of features will probably continue to evolve as the project progresses, as we are currently unable to properly estimate our group velocity and as our vision for this project is not entirely set in stone as of yet. Therefore we currently want to remain relatively free to change or update our project scope. In order to make sure that our final project scope fits everyone's vision and can be achieved under our project limitations, the group will iteratively reevaluate the project scope during our discussions every sprint.

¹ Refers to soda,beer or other type of liquid containers that can be recycled (by giving to stores in Sweden) for money

What we want to achieve with the project for this sprint is a runnable application with features including communication between these users, i.e. allowing a user to put up an ad, and for another user to view and claim it. The success criteria for the current sprint is:

- a functioning GUI with no bugs (tests should ensure this)
- a database which stores information about users and ads
- functionality for putting up an ad for other users to see
- functionality for claiming an ad
- a working communication between the users (a user can claim an ad which another user have put up, both parties should be able to view this)

We did not complete all of the user stories we planned for this sprint. Although we made some progress, the majority of our team did not find time to properly work on completing these. This was because of various individual reasons as well as the fact that we are still at an early stage of the project. Time has been dedicated to planning the project and getting everyone started with git/android development.

We believe that next sprint will be easier to plan since tasks not related to the actual implementation have been completed. It's also important for us as a group to communicate even more which is something we have all agreed upon.

In order to track our progress, the group has decided on the following KPI:s

-Feelings-table: A table where the group gives a numeric value between 1-5 to certain factors that track how the group members feel about productiveness, motivation, stress and communication.

-Test coverage

-Code quality

However, as we have had some failures this week concerning our group communication and Scrum implementation, only the feelings-table has been completed for this week:

	Daniel	Hampus	August	Jesper	Anthony	Henrik
Motivation	4	3	3	2	3	3
Productiveness	4	2	2	2	1	1
Stress	2	5	2	3	2	2
Team communication	1	2	3	3	2	3

Social Contract and Effort

We updated our Social contract in the beginning of the week in order to include more practical details about our process, such as what weekdays the sprint should start and end, and when we are to have physical meetings with the group. The actual rules for how the group will interact has not been changed, but might be subject to change in the future if the need arises.

What we realized during this sprint is that we did not put enough time for meetings in order to complete all our tasks. For some of the tasks, we postponed and decided to work on them from home, but this has not worked out for all of our tasks because of various individual reasons. It would be optimal to work in an environment free of distractions as well as making more time for the project. To improve the situation, we have decided that we will set more specific times (including investing more time) for when we should be having physical meetings and working together.

A lot of the time spent by the group this week has been related to completing the user-stories as well as getting more acquainted with the different frameworks and tools that might be of interest for the project, which means this sprint did not have a lot of deliverables in relation to the amount of time spent. We did not count the hours we put in the course for this sprint.

Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value

We have thought about several things that hopefully will support customer value. This week we have added google maps to our application, although this does not hold much value at the moment. In the future we will use it to show the user where there are pickups available as well as provide directions to the target destination. We also implemented a database through the already existing service called firebase. This will in the future allow us to store user data and allow communication between devices.

Because the project is at an early stage it's hard to fully conclude how our design decisions support customer value. This is because they are not implemented and therefore can't be tested and evaluated properly.

- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)

Currently the only documentation we use is comments in the code. Whether we want to use technical documentation and in that case what kind is something we will discuss. Since we began the project without doing any UML-diagram etc we

encountered some struggles with keeping everyone on the same page. This is something we should've done and we are considering doing one next week.

- how you use and update your documentation throughout the sprints
- how you ensure code quality and enforce coding standards

Since we're only 6 people in our team we feel confident that we're able to ensure this by reviewing all of the new code that gets added to the repository. When someone feel like they have completed a task, and satisfies the requirement that the program is runnable, he will push it to the repository. The other members of the team will then make sure that they are on par with what the person has done and how. This will be a form of peer review where other members have a chance of detecting errors and redundant code.

Application of Scrum

As of now, there are no official roles within the team, which is one of the things the team will do once the project have fully been established or when we feel the necessity. Roles will definitely have a deciding impact on the effectiveness and structure of meetings and the whole working process. For example, a chairman during the meeting who can lead the meeting and delegate the word. The team has been focusing on creating an agile structure which we believe will facilitate the work during sprints. However, despite the creation of this structure, we ended up not following our own guidelines in a successful manner. What mainly went wrong was a lack of communication among the group members, which resulted in an uneven distribution of workload. Due to this happening, we realized there was a need for additional physical meetings, and that we during these meetings decide upon the division of tasks for the upcoming sprint.

Best practices for learning and using new tools and technologies is, in our team's opinion, to share knowledge between team members in the group and between other groups. As of now, team members who have experience of the technologies we use assists the other members, which is a best practice the team emphasize on. What the team want later on in the working process may be sharing knowledge with other groups.