We decided to extend our first sprint since we had exams and therefore could not work an entire week. We used the time to complete what we originally had planned and to make the start of our next sprint easier. We also were not fully satisfied with how we structured our last reflection so this one is complementary.

Customer Value and Scope

- the chosen scope of the application under development including the priority of features and for whom you are creating value
    - Our scope hasn't really changed although during this time we've improved on the features we mentioned the last time.
    -
- 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)
    - In the original reflection we mentioned that we did not manage to complete all user stories that we had planned. However now that we extended this period we more or less managed to do this. There are changes that will be implemented but we've covered the basis and have something to show.
    - We all agree that it's important that everyone in the group feels like they have contributed close to an equal amount. We are much closer to this goal now than we were when we wrote the last reflection. Although we never felt like someone didn't contribute at all.
- 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
    - User stories have been helpful in order to divide work and also to structure our working process. It also serves as a reminder about what needs to be done and even more concretely through its corresponding tasks.
    - We need to improve on our effort estimation so that we make sure that the work is split evenly.
- your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders
- the three KPIs you use for monitoring your progress and how you use them to improve your process

-Test coverage

-Code quality

Feelings-table:

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

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)
- 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)

Design decisions and product structure

- how your design decisions (e.g., choice of APIs, architecture patterns, behaviour) support customer value
  - Because of the unplanned project beginning (not following scrum, following up on the work of a test project), we did not manage to make any design decisions for the initial project, which led to our current design structure not entirely following the architecture pattern we had intended it to follow, MVC. Although a model exists, we have not managed to divide the controller and view, which we are now aiming to do.
- which technical documentation you use and why (e.g. use cases, interaction diagrams, class diagrams, domain models or component diagrams, text documents)
  - Our group has decided not to create technical documentations. The course does not focus on the technical aspects of the project, the focus is on the process, what we have achieved, what we want to achieve and how we achieve it. Also, the group does not find value in technical documents for our project because the project is not big enough to make an effort towards modularity. However an interaction protocol will be created to track main-flow and exception-flow in the project.

- how you use and update your documentation throughout the sprints
  - We do not have any documentation of the project as of yet.
- how you ensure code quality and enforce coding standards
  - Currently, we have decided to review each others code after every sprint and thereby identify any missing documentation or potential improvement of code quality. We have also made a user story for the team about using standardized conventions for naming classes and use of android modules.

Application of Scrum

- the roles you have used within the team and their impact on your work
  - Up until now there are no official roles for the team members, which in our case do not feel necessary.
  - Rather than having official roles we should perhaps introduce Belbin's team roles, which may contribute to effectiveness during discussions and with moving forward with the project.
  - To get there we should try the Belbin's team roles.
- the agile practices you have used and their impact on your work
  - The team has been using scrum. During sprint planning our estimation on the team's velocity was too optimistic, the team did not finish the deliveries of the week. Agile retrospective has been a great method for the group to settle down, look what we have achieved and what we want to achieve.
  - The group wants to get better at estimating the velocity/effort spent for each user story.
  - To achieve it, we have to construct better vertically sliced user stories. User stories that are small enough to easily estimate.
- 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)
  - As of the work from the first week we did not deliver value for the customer, because of optimistic estimates of user stories and team velocity. However, we still followed the original scope of the project. After this "half" week we have delivered what was planned and what the product owner and customers see value in.
  - We want to construct even smaller and detailed user stories with clear customer value.
  - Spend more time during scrum-planning and focus on customer value. Think primarily about what the user of the application wants and how we can further facilitate their actions.

- 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)
  - Firebase, to store and receive data to/from a database. To communicate between different devices.
  - To develop the expertise to use firebase, we used tutorials and firebase’s own forum for developers. Basically, did some research.
- relation to literature and guest lectures (how do your reflections relate to what others have to say)?
  -