

Team Reflection

This document contains team Gyarados reflection of the latest sprint, what the team want to achieve in the coming sprint and how the team will get there. The reflection is further broken down in Customer Value and Scope, Social Contract and Effort, Design decisions and product structure and Application of Scrum.

1. Customer Value and Scope

1.1 The chosen scope of the application under development including the priority of features and for whom you are creating value

The scope of the last week was to fix known bugs, we also prepared a presentation and implemented a functionality that may generate revenue. This has created value in that the apps works smoothly for users, the presentation and a way to generate revenue is valuable for all external stakeholders e.g., product owners, investors, partners and customers (taxi-companies).

1.2 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)

For the upcoming week we will deliver a report and present our application towards our peers.

1.3 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

We think our user stories are appropriate in scale and detail. During the previous sprints, we identified that we may have done more than was included within our user stories the sprint, e.g. setting up a database. For this sprint we included a new user stories that was enhancing the products overall which could include tasks that had to be performed but didn't fit within the our current user stories.

1.4 Your acceptance tests, such as how they were performed, with whom, and which value they provided for you and the other stakeholders

Now that we have fixed a couple of bugs and refined the graphical interface, we have tested the application's functionality and flow from the standpoint of a user. We have continued with the unit tests, as we are still mainly focusing on making sure the app is functional. For the upcoming week, the app should be pretty much finished, and thus, if there aren't any app-breaking bugs, we are planning to conduct some user tests.

1.5 The three KPIs you use for monitoring your progress and how you use them to improve your process

Our current KPIs are:

Sustainable pace: Effort delivered/Velocity. Desired number is 1. Can be used to change velocity, if the number isn't equal to 1. The goal is to not be under 1 but as close as possible to 1.

Outcome: 1

Note: For the partially complete user stories we have decided to account for the acceptance criteria met as opposed the user stories as a whole.

Take away: We achieved what we planned for the last sprint.

Even distribution of workload: Abs. value of lowest vs highest effort delivered. Desired is as low as possible.

Outcome: 0,4

Highest 2,2

Lowest 1,8

Take away: The number is lower than that of the last sprint, which could be explained by the more evenly distributed tasks and pair programming set up. To keep this number as close to 0 as possible, we should perhaps consider try to distribute the tasks more evenly.

Group happiness: Group mean of appreciated overall satisfaction with the project (Scale of 1-10)

Outcome: 9

9	9	9	8	9	9	10
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Take away: The number is higher than last week and also the highest during the course. This is probably because we reached our goals. Moreover, the work distribution was more evenly distributed. Also, we did not encounter any larger bugs or time consuming problems. The group is also satisfied with the version that we were able to produce until the final sprint.

2. Social Contract and Effort

2.1 Your social contract, 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)

We have not made any changes in our social contract during this sprint.

2.2 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)

During the last sprint we spent a fewer number of hours in comparison to previous weeks for the velocity that was planned. However, we did still reach our goal. This shows in the KPI: Sustainable pace: Effort delivered/Velocity which is 1 for this sprint.

3. Design decisions and product structure

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

This sprint we have not made any major design decisions and instead focused on fixing existing bugs and small features.

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

The technical documentation we use are:

- Domain model: We have a domain model of our application to make it easier for the developers to understand how our application is structured. This brings value to the customer since it is easier for the developers to understand the application which makes the development faster and more efficient. As we recently updated the domain model we will not be making any changes to the model this sprint unless a major change is required.
- Sequence diagram displaying communication between the client and the server: We use this documentation to understand how the communication between the two parts of our application communicate, the client and the server. The diagram shows the process of this communication which benefits the development process since it brings a greater understanding of how the application work, which creates customer value since it makes the development faster and more efficient.

3.3 How you use and update your documentation throughout the sprints

Last sprint we said we were going to update the sequence diagram for the websocket part of the application which we have done.

3.4 How you ensure code quality and enforce coding standards

We have not made any changes in how we check and enforce code quality and standards compared to last week.

4. Application of Scrum

Our roles for the last sprint were:

Team 1	Team 2	Team 3
Viktor F (Backend) Tobias (Backend) Gustav (Team member)	Spondon (Scrum master) Oscar (Frontend)	Viktor T (Frontend) Alex (Frontend)

Everyone shared the roles as product owner where we worked with pair-programming within the teams to further share knowledge.

4.1 The roles you have used within the team and their impact on your work

The team selections from last sprint have not been changed, because the distribution of knowledge was very even and we all feel that the workload and effort is equal within the teams, which is also shown in our KPI for effort deviation. The decision to split into teams has made it much easier to work efficiently.

4.2 The agile practices you have used and their impact on your work

We have applied the scrum processes with stand-up meetings, reviews and reflections which has given us a common way of working. The reflection part has enabled us to develop our working procedure. Otherwise we would have improved more slowly. Additionally we can see that now our meetings are much more efficient and we get more value from them.

4.3 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)

Our review showed our current status and we believe that we have developed functionalities of higher value. We focused on bug fixing, representing how to achieve revenue and presenting the application.

4.4 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)

Last week we learnt how to connect a link to a button. To achieve this, we can't try the same strategy as before, since we haven't worked with it. Instead, we will read about it on the internet, which should suffice.