

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 has been to create a mock-up for the application and a business model canvas aligned with this. The value created with the mock-up is for the team to have a common idea of how the end-product will look like and function. The value created for the product owner and end customer is to have something to give feedback on. The value created with the business model canvas is for future external stakeholders (e.g. investors) who want to see a viable business model associated with the application. The business model canvas also contains ideas about for whom value is created, partners, users, customers and so on. This gives the team the value of knowing what functionality the application might need to support this.

The scope of the coming sprint is to have a runnable application with some basic functionality with provides value for our product owner/users, aligned with the cake-slicing method.

To achieve this we need a development environment and ensure that everyone is comfortable with this. This implies that everyone is able to develop a “hello world” application in the development environment and commit/pull this to the repository. Furthermore we need to decide on some basic functionalities that provides some value.

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)

Our success criteria that should be fulfilled by the start of the next sprint are:

- To have a runnable application with basic functionality by next sprint.
- Set up an environment of development that everyone in the team should be comfortable with.
- Our learning outcomes are:
 - That someone in the group has gained the experience of being a Scrum Master. (Alex Solberg is appointed to Scrum Master for the coming sprint)

- Everyone has gained experience of applying Scrum methodology to a development project.
- Gained a better view of the teams velocity

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 have begun creating user stories but not broken any down in tasks or estimated the efforts. We have realised, in dialogue with our supervisor, that our current User Stories are too focused on functionality rather than customer value. Our aim is to correct this in the coming sprint by discussing our user stories and trying to focus more on the users and their values.

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

We have not performed any acceptance tests yet, as the app hasn't been worked on yet, code-wise. To make sure that our first program with minimal functionality is sufficient, we will test it ourselves and check that the app is working as intended.

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

We have not established any KPIs other than handing in deliverables. Additional KPIs will be decided in the beginning of the next 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 updated our social contract regarding

- Times for meetings
- Roles (e.g Scrum Master and Team Member for the first sprint), the roles will be specified further after the next sprint. After a discussion with our supervisor we decided that we will not have any Product Owner, the whole team will instead share this responsibility.

We want to achieve a workload that provides a sustainable pace and delivers value in every sprint. We will evaluate whether we need more/less scheduled time than our current structure during the next 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 week we have preliminarily spent time on prerequisites such as creating a mock-up, a business model canvas and fine-tuning our idea. In terms of hours we believe we have spent sufficient time for the prerequisite requirements and have put ourselves in a favourable position to start our first sprint.

In the future, during our sprints, we will ensure that we spend more time each week so that we can meet our requirements each week as well as deliver something of value. As of next week we will start delivering parts of a product and therefore the time and detail will need to be increased.

3. Design decisions and product structure

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

Our only design decision yet is to use Android-Studio. This contributes to the customer value in that the development process will be smoother and thus, the team will be able to release earlier and more often.

Our aim is to make decisions on design at some point in the future, we will start considering and discussing this in the coming sprint.

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

Our documentation so far consists of our mock-up, which contains design and user roadmap through links between different views. The mock-up was built using Figma. To improve in this area, we will in the future create and document a domain model of the program.

3.3 How you use and update your documentation throughout the sprints

We have not started our first sprint. We have however updated our social contract since the first iteration. In the coming sprint we will update our living documents when we feel that it needs changing and we will ensure that they stay up to date by comparing our progress and decisions with our documentation.

3.4 How you ensure code quality and enforce coding standards

We have not written any code yet. As the coming sprint starts we will begin coding and to ensure code quality we will design UML diagrams and lay down ground rules for coding convention.

4. Application of Scrum

As of right now we have not started a sprint yet and have therefore not practiced any agile methods. We have not worked with assigned roles during our last sprint other than that the entire team has acted as an informal product owner. Throughout the week we began discussing roles and responsibilities for the development of the project, however we felt that we wanted to fine tune our idea before determining preliminary roles. The minor progress we have made on the Application of Scrum front is setting up a product backlog along with a sprint backlog board on trello.

For the upcoming sprint our learning outcome is to ensure that we have determined roles and that everyone in the team is comfortable and understand the responsibilities they have. For the coming sprint we have assigned one team member as Scrum Master and will keep the structure of the entire team sharing the role of product owner. We will also begin using scrum techniques and begin practicing with IDE, Github, and our Scrum Board.

In order to achieve our learning outcomes we will share our qualities within the team and work on making sure that everyone is able to complete their tasks within the given sprint. This partly includes learning more about Github's version control as well as use of command prompts. Additionally understanding our development environment (Android Studios) is imperative.