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

The scope has been to create a runnable application that had some basic functionality, this was later on defined as the application showing the position of the user. This was delivered and also some extra functionality was added that wasn't part of the scope, such as the position of the user being displayed on a map. The team also put up a development environment and learned the basics of git. The value created was both for the team as well as the product owner/end user.

The scope of the application under development during the coming sprint is to be able to let users communicate with each others and also be placed in groups. This creates value for the user.

To do this we need to set up a web socket server, write a logic for matching users and create a corresponding GUI.

Our success criteria is that our User Stories in the Sprint Backlog are completed and that the team has basic knowledge of spring-boot. Another criteria is that the workload is well distributed during the sprint, which is considered a challenge due to the nature of the coming period (re-exams, holidays etc.) We have chosen to run a two week sprint over this period.2

Our acceptance criterias has been changed since we have replaced code well documented and code is reviewed with code is understandable to someone else. Our goal is to implemented this and evaluate during the coming sprint. The reasoning behind this is that it is hard to say when the code is well documented, meaning that we can document an unnecessary amount. If we change it to that the code is understandable to someone else, we only need to document the necessary amount so that it is understandable, which is the goal of documentation. This makes it that we don't waste time over documenting.

We may have had top low of a velocity and could have delimited our task furthermore during our last sprint. This insight is due to that it proved difficult for all team members to contribute towards our deliveries. Our ambition for the coming sprint is to have an even workload distribution and well delimited tasks. This will be achieved through a more thorough sprint planning phase.

Our current KPIs which was developed during our latest sprint they 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: 1,2

Take away: We underestimated our velocity during the first week. We have taken this in consideration in the coming estimation, especially because it is a longer sprint.

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

Outcome: 2

Take away: The fact that we underestimated our velocity resulted in that we did not include enough work in the first sprint, which resulted in that one of the group members that was on vacation did not have enough tasks to work with.

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

Outcome: 6,667

8	7	8	6	4	7

Take away:

- Get more even workload distribution and delimited tasks. In order to do this we will more thoroughly plan our next sprint and implement pair-programming in order to share knowledge, get an even distribution and also divide tasks easier.

2. Social Contract and Effort

We changed our social contract to deal with the upcoming holidays and re-exam period. Our ambition is that the team will work at a sustainable pace and at the same time have an even workload distribution.

Our velocity for our last sprint was 10, we achieved all our deliverables and then some. This indicates that our velocity was too low. We will adjust this for our coming sprint.

3. Design decisions and product structure

Our design decision yet is to use Android-Studio, Java Spring Boot and Googles API to create a map. 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 some more decisions on design at some point in the future, we will start considering and discussing this in the coming sprint. We achieve to become comfortable with the choices of design we have made and the techniques they imply.

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.

We have updated our social contract and implemented our Scrum Board by using trello.

4. Application of Scrum

Our roles for the last sprint were:

Alex - Scrum Master

Gustav - Team member

Oscar - Team member

Viktor F - Team member

Viktor T - Team member

Spondon - Team member

Tobias - Team member

The entire team shares the role of product owner. For the coming sprint we will further divide the team on front-end/back-end and also include pair-programming.

Roles and teams for next sprint:

Team 1	Team 2	Team 3	Team 4
Viktor F (Scrum Master) Tobias (Team member)	Spondon (Team member) Oscar (Team member)	Viktor T (Team member) Gustav (Team member)	Alex (Team member)

Everyone shares the role of product owner

Team assignments will be made during the sprint planning.

We have tried dividing user stories vertically which has enabled us to develop an application that has one basic functionality that creates value. Rather than several functions that doesn't create any value.

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 early on develop our working procedure. Otherwise we would have improved more slowly.

Using a scrum board has made the process more structured

Our review showed our current status and also gave an understanding of the rests of the groups progress and contributions. The review also gave us insight in what value we had delivered. We realised that we had started working on items that were of less value and therefore lower priority then other. (Map vs. Chat). During our next sprint we will work on the deliverables that creates most value.

The team learnt how to use Git through those who had more extensive knowledge taught those with less knowledge.

During the next sprint we will use the same procedure to learn the group about SBA. We have also introduced pair programming to share knowledge.