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 for the last week was to implement a way to log in, either with facebook or google, (we went with Google). We also implemented the matching logic, a way to leave a group and a way to input how many people you are travelling with.

To log in with Google created value in that it connected an ID to each user, which enhanced the perceived safety for the user of the app. This was also important for our upcoming sprint, where the plan is to implement social profiles. Thus, the log in function was necessary. The fully implemented matching logic created value for the user since it is the foundation of the apps basic functionality - finding other users who are nearby. A way to leave a group creates value for the user since they will be able to reuse the app with different groups and travel with different people at different times, not remaining in the same group forever. A way to input how many people you are travelling with creates value since one user can administer the travel for several people, thus making so that his/hers companions can focus on other things.

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 mostly work on GUI-stuff. We have decided to create a way for users to rate and leave comments about other users, and a social profile to view said ratings and comments. We have also decided to work on some smaller things, such as bugs and minor graphical refinements. This does not really create much value for the users, but it does benefit the product owner; when the application looks nicer, users will have a better experience when using the app, and thus more users will want to use the app.

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. We have however, identified that we may have done more than was included within our user stories last sprint, e.g. setting up a database. The entire team was also finished with their respective user story quite early in the sprint. The rest of the sprint was spent debugging a major bug.

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

Because of a few bugs, we haven't performed any user acceptance tests like we said we would. 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: 1,17

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 have achieved more than last week and more than we planned. Due to the fact that we had not been able to reach our desired velocity during the last weeks, we lowered our goal. Moreover the whole team was available last week, this also contributed towards a higher velocity. The whole team has also become more familiar in the development environment. With all this in mind, we will slightly raise our goal for the coming week. Our goal next week is 14 (12 last week).

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

Outcome: 1.5

Highest 3

Lowest 1,5

Take away: The number is lower than that of the last sprint, which could be explained by the more evenly distributed tasks. 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: 8.33

8	9	8	9	7	9	8

Take away: The number is higher than last week. This is probably because we reached our goals and even managed to implement some stuff that was not planned. This week, all of our members were here, which is one more than last week. This could explain how we managed to do so much this week. To reach an even higher number next week, we will keep trying to work together, and if possible, try to put in even more hours.

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 more hours on the course than previous weeks. This is shown in our results as we have surpassed our velocity and completed all the tasks we had including a small additional task which we decided on during the 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 decided to deploy our application on the cloud. We choose to do this on Heroku since it has a very easy deployment procedure compared to other cloud deployment services, which makes it very time efficient so that we can focus our time on other value bringing activities.

This supports customer value since you now can connect to the server from anywhere. This means that now the app can be used from anywhere.

To support the deployment on Heroku we have also begun using an remote MongoDB instance on mongodb atlas cloud, which will be our production database. We choose atlas cloud also because the simplicity, but also since it has a free tier that will work perfectly for us in the beginning. If in the future we get more users and need to upgrade, we can do that on cloud atlas in just a click of a button. This makes it a good choice for now since it will not cost us any money (since we have none at the moment), but also for the future since it is easy to upgrade.

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

We have not added any technical documentation since the last sprint.

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.
- 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

This week we have not updated any of our technical documentation since we have not made any changes that affects it, and we also did not update our social contract.

The coming sprint we will update the domain model since we are going to change the domain.

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 (Scrum Master) Gustav (Team member)	Spondon (Frontend) Oscar (Frontend)	Viktor T (Team member) Alex (Backend)

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

For next sprint, roles, Scrum Master have been updated:

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

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. 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, because we focused more on producing a simple, working function and then moving on. To improve this for next week we can set a bit more challenging tasks to we can produce even more customer value.

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)

For the coming sprint we would like to ensure that all views and graphical elements are well developed so that we can start performing user acceptance tests as soon as possible. Additionally we want to learn and understand rest API’s such as Http requests so that we all can use them comfortably within the team as well as understand what is going on throughout the processes in the app.