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 last week was to let the user send actual messages to the group, add a maximum limit to the number of users in a group, match users by their position, and add a way to leave a group. We have been successful in implementing a leave-button in the chat GUI, but the users are not removed from the database yet. We have also implemented messages, so the users can now send messages to each other and communicate. Furthermore, we have implemented a maximum limit to a group, and are almost done with letting the user input number of people.

Thus, we have created value for the users and product owners, mainly by creating a functional chat, with different types of messages as well, like join and leave.

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 have decided to implement a way to log in, either with Facebook or google (probably Google). Furthermore, we will finish implementing the matching logic, a way to leave a group, and a way to input how many people you are travelling with. We have also sorted the remaining functions in order of priority and value, and also know what we will work on during next week.

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 were unsure about when some of the tasks were completely done, and have thus decided to have some form of acceptance criteria for them as well. This way, it should be clearer to us exactly when a task is finished.

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 done any tests on a higher level (ie. user acceptance tests) but we have done integration testing and started working on both unit testing. We have primarily focused on creating a functioning app and have not started high level tests but will plan to work on user acceptance test and GUI tests next week.

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: 0.8

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 slightly more than last week, but still not quite as much as we would have liked. This probably means we are still overestimating our velocity, but could also be attributed to the fact that one of our members was on a vacation. The slightly higher number could be because we swapped around members within our sub-groups, where we tried distributing our programming knowledge more evenly. To raise this number even higher for the next week, we should consider lowering our velocity even more, although we should also keep in mind that we have one more member available for next week.

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

Outcome: 2

Highest 3

Lowest 1

Take away: The number is lower than that of the last sprint, which could be explained by the more evenly distributed sub-groups. 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: 6.5

7	5	8	7	6	4	8

Take away: The number is higher than last week. This is mostly because we reached our goals more than last week, which could in turn be explained by the fact that only one member was away as opposed to several. To reach an even higher number next week, we will keep trying to work together, and the number should hopefully go up naturally, as all of us should be available to work next week.

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 during the easter sprint. This, in combination that we had better pair composition, resulted in that we delivered more than over the easter.

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 design decisions or changes.

> *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.

- 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.

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

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 more even then the previous sprint, which made it 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.

During our last sprint we have not been able to finish all our tasks for the sprint. The Scrum Master will more thoroughly review our sprint backlog during the sprint and try to allocate resources accordingly.

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 in comparison to the previous sprint, because we focused more on producing a simple, working function and then moving on, instead of refining specific functions.

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 learn more about MongoDB as it will be used as our database. We will implement a new acceptance criteria for tasks that are related to learning new techniques, concepts and ideas. The new acceptance criteria will be to display and/or present something for the group on the topic in question.