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 implement a profile for the users, where other users can view your rating. We were also planning to implement a way to give other users a rating and a comment, so that they show up on the users' profiles. We have been successful in achieving this, with one small exception of the fact that if your the last to leave a group, you won't be able to rate the others who left before you.

This has created value in the way that users can feel safer when they travel with random people. Both the feedback view and the profile view was necessary to achieve this. You can, for instance, give a low rating with a comment that explains that they were rude, and then others can view that review and decide to leave the group.

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, most of our tasks are about fixing bugs. A few of our tasks are about generating value for the product owner and stakeholders, by showing how the application will generate revenue. We will also prepare for the presentation 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. During the sprint before our latest 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. So we will try to keep it up for the next sprint.

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

Outcome: 1

Highest 2,5

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: 8.43

9	8	9	7	8	9	9

Take away: The number is higher than last week. This is probably because we reached our goals even though we raised our velocity. Moreover, the work distribution was more evenly distributed. Also, we did not encounter any larger bugs or time consuming problems.

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 the hours which we planned. 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*

Last sprint we deployed our application to the cloud and we made the decision to deploy it to Heroku since it is easy to deploy there. This was seen this sprint as well since we continued to update and deploy the backend, and to deploy the new version of the application was super simple, saving us valuable time.

This sprint we have not made any major design decisions.

> *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 added technical documentation since the last sprint. The main difference being a change in the domain model as it needs to mirror our model in code.

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

This sprint we have updated our domain model, showing the new relation of the review entity. The coming sprint we have no plans to add any new entities to our model so we don't have to update the domain model.

For the upcoming sprint we will update the sequence diagram so that it better matches with our current model. We have made some changes as well as upgrades in previous weeks so the diagram needs to reflect these changes.

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

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 (Team member)	Spondon (Scrum Master) Oscar (Frontend)	Viktor T (Team member) 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, 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 enhancing the users perceived security of the application and also improving upon functionality and esthetics.

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 about rest APIs and http requests. Some of us knew a bit about it and explained to the rest of the group, and it seemed to work well. For the upcoming sprint, we need to learn how to connect a link to a button, so that when you press the button the associated website is opened. 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.