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 from last week was to create a websocket server, a GUI for the group chat, and some logic for finding people nearby. For this latest sprint we have been successful in creating a server, but we are still unsure whether the logic for matchmaking and the GUI are functional, as we have not implemented them yet. We have also created a first draft for the domain model.

By doing this, we have created value for the users, as well as the product owners, seeing as the app now places the users in a group where they can communicate with others.

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 sprint we have decided to continue developing and implementing the logic for matching groups. We think adding a maximum limit to the groups will help with this, and have therefore decided to implement just that. We have also decided to add a way to leave a group. These have been chosen for the upcoming sprint because we think this is what currently gives the most value to the product owner.

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 deem the user stories and tasks to be appropriate. We have gained a better understanding of vertical slicing, and have come to the conclusion that the method that works best for us is to have vertical user stories and slightly more horizontal tasks. When everyone works on horizontal tasks at the same time, the end-result will be vertical. This works particularly well because of our sub-groups, where we usually work in pairs to complete the tasks.

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 this sprint.

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: 0.7

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. Had we not done this, the outcome would have been about 0.2, which would have been misleading as the user stories are almost complete.

Take away: We overestimated our velocity, and should have taken into consideration the fact that a few of us would be going away on vacation. Improving this KPI shouldn't be too difficult, seeing as in the future, there shouldn't be much trouble with vacations.

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

Outcome: 3

Highest 3,5

Lowest 0,5

Take away: The number is higher than that of the last sprint. This can however be explained with the exam resit period and holidays, where several of us were not able to work as much.

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

Outcome: 5.25

-	-	-	7	4	5	5

Take away: Several of us were away on vacation and could not work as diligently, which of course affected how content we were with our achievements. This will most likely not be a problem in the future, as now the easter vacation has ended.

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 the social contract by adding Frontend developer and Backend developer as roles, and assigned them to us, the group members. Furthermore, Oscar has been assigned as Scrum Master for the upcoming 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)*

As aforementioned, the impact of the easter holiday was greater than we anticipated. We didn't quite reach our goals in terms of velocity, but this does not necessarily mean that we should lower our velocity for the upcoming sprint.

3. Design decisions and product structure

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

The design choices has not changed from last sprint, but a new choice has been added: mongodb, which is a database. This simplified the development of the app, as the database was easy to integrate with the server.

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 created a simple version of a domain model and a sequence diagram that describes the communication between the client and the web-socket server. This will help us gain a better understanding of how the app works. We will continue to enhance and enrich the domain model in the future to understand the program even better.

3.3 How you use and update your documentation throughout the sprints

We have updated our social contract, and for the upcoming sprint we will update the roles in the social contract for the remaining two members of the group.

3.4 How you ensure code quality and enforce coding standards

We have determined a definition of done for our code related tasks which ensures that the code is of some standard. For the coming week we will continue setting definitions of done and attempt to raise the standard of code where necessary.

4. Application of Scrum

Our roles for the last sprint were:

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 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 and teams have been updated:

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)

4.1 The roles you have used within the team and their impact on your work

The team selections from last sprint have been changed, because the distribution of knowledge was uneven, which made it harder to work efficiently. For the upcoming sprint, we have divided us into groups so that the level of programming skills is more evenly distributed.

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.

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)

We have learned how to use Java Spring Boot by reading about it and testing it. For the coming sprint we would like to learn more about MongoDB as it will be used as our database.