

## *D2: Half-time evaluation*

**Our teamwork** during this project is what has carried us through our first sprint and has shown to be a very important part of a great product development. In a group where nobody has been left out and everyone has been able to share their thoughts on current work, we have successfully been able to finish what we planned at the first sprint startup meeting. This teamwork has also led to meetings that everyone attends and take seriously, since everybody feels like an important part of our group.

After the first sprint we had a minimal viable product finished in which almost all product views and functions were available to some extent.

**When we started** assigning energy points to our user cases we had little to no previous experience of the matter. In addition to that we were tired since we were at the end of a long meeting, hence we may have not put enough thought into how many energy points certain user cases should have. We see now that we need to review and change energy points on user cases where it's appropriate to a better approximation ability based on the work done so far.

Since the energy points turned out to be a bit misplaced for some user cases some of us felt that we had a bit too little to do in comparison to the others. The main reason why this situation occurred is the previously stated problem with the energy points, so this is expected to be fixed after we have reviewed the user cases and set new energy points for them.

While writing our social contract we decided that every member of our project would write what they had done the previous day and what they were planning on doing the current day in a special document. During the week each of us felt that it was a bit unnecessary seeing as we already had a Trello board where we could see who was doing what, and what had been done. In addition to that we had a chat and a Facebook group where we could contact each other when we need any help or information, hence we decided to scrap the document.

Another thing that made things complicated was the fact that we mostly worked on separate locations and times, hence it was sometimes tough to get help quickly when stuck as well as making sure we are all on the same page in terms of how every feature of our application should be designed. Our solution for this particular problem was to introduce an obligatory day every week where we all sit together and code stuff.

In terms of planning we all had slightly different ideas on what time we would meet since we had not set a fixed time for our weekly Tuesday meeting. This was easily solved by just talking to each other and making sure everyone was available at a certain time and then set the meeting there. Sending a message the night before with a suggested time was not the best idea.