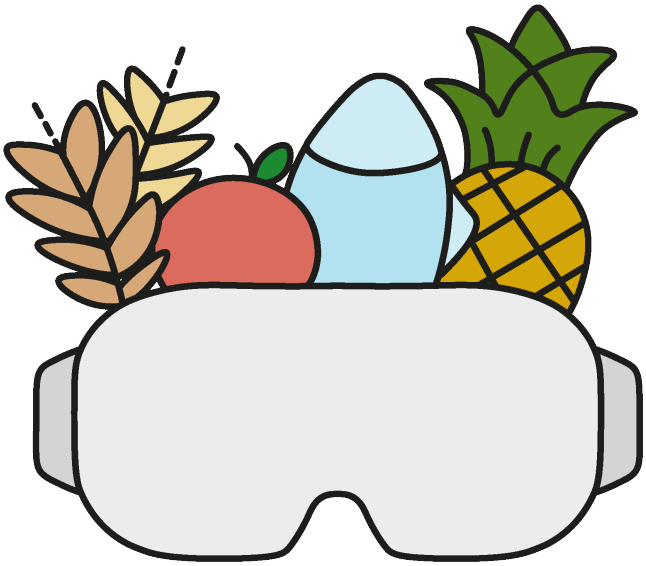
European Project Semester
Game and Multimedia - VR

SS2024
Michael Iber
Susanne Dirisamer

Scrum Diary



Nutrimarket

Ioana Bompa
Victoria Loibl
Jaume Pérez Medina
Ilka Schulte Hürmann
Klaas Van Thomme

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General description

Roles of the team

Product Owner: Victoria Loibl

Scrum Master: Jaume Pérez Medina

Developers: Klaas Van Thomme, Ioana Bompa, Ilka Schulte Hürmann

Definition of done

Our definition of done was not changed during the project. It contained four points:

Merged into development: Since we were working with collaboratively with Github, we had to merge the work done and solve any incompatibilities with other's work.

Acceptance criteria met: The user story had to satisfy the requirements that were set during the sprint planning.

If code: Unit test passed, or code reviewed. In this case all the user stories had to pass at least some type of testing or code review, so that even if there were no merge conflicts, the new changes did not create errors with previous work.

Quality confirmed by at least one colleague: At least one other member of the team has verified that the user story satisfies the previous points on the definition of done.

To remind the team of the definition of done, we chose to hang it on the wall of the office along with the milestones for the project.

Tools used during the project

To follow the scrum framework, we have used Jira. To share files and work collaboratively on documents we have used Notion, and for developing the project as a team we have used GitHub. Finally, we also used Microsoft Forms to conduct user testing surveys.

We can see the Jira project by clicking on the link below. We used this software to create all the user stories, estimate them, and analyze the performance of each sprint by looking at the charts. We basically moved between the backlog, board, and reports panels.

Although we are aware that Jira offers more powerful functionalities, we did not need to use them as we did dailies each day and were constantly aware of the status of the project and each user story.

Link to the Jira's project:

https://epsgamemedia.atlassian.net/jira/software/projects/VR/boards/1

Scrum Events

Following our Scrum teacher's recommendations and our project expectations our team agreed on doing two-week sprints. We always did the sprint review, retrospective and sprint planning on the same day, usually Tuesday. We chose Tuesday because that's the day that fits best our stakeholder's schedule.

Scrum events overview

In the following table we can see all the scrum ceremonies that took place during our project.

Ceremony	Time
Sprint 1 Planning	02/04/2024
Sprint 1 Dailies	Every day at 9:45 am
Sprint 1 Backlog Refinement	11/04/2024
Sprint 1 Review	16/04/2024
Sprint 1 Retrospective	16/04/2024
Sprint 2 Planning	16/04/2024
Sprint 2 Dailies	Every day at 9:45 am
Sprint 2 Review	30/04/2024
Sprint 2 Retrospective	30/04/2024
Sprint 3 Planning	30/04/2024
Sprint 3 Dailies	Every day at 9:45 am
Sprint 3 Review	15/05/2024
Sprint 3 Retrospective	15/05/2024
Sprint 4 Planning	15/05/2024
Sprint 4 Dailies	Every day at 9:45 am
Sprint 4 Review	29/05/2024
Sprint 4 Retrospective	29/05/2024
Sprint 5 Planning	29/05/2024
Sprint 5 Dailies	Every day at 9:45 am
Sprint 5 Review	12/06/2024
Sprint 5 Retrospective	12/06/2024

Description of scrum events:

Sprint 1

Date: April 2nd, 2024 - April 16th, 2024

Sprint goal: Modelling of the environment, basic functionality, movement mechanics

Project planning

Date: 02/04/2024

For the sprint planning our product owner, Victoria, built a very complete backlog. After our meeting with our stakeholder, we all knew what needed to be built, and filling the backlog with user stories was not a problem. We also worked with 4 epics:

Supermarket Scene:

This epic focuses on having a complete supermarket environment as well as all the functionalities of that area. This includes seeing the tips from the nutritional coach, being able to grab all the items, and display its information in a nutritional table and sugar content in sugar cubes.

Plate Builder Minigame:

We consider this epic as completed when we have a working minigame where the player can build a plate. This includes placing items in slots, adjusting their amount in grams, getting a score and being given tips and recommendations on how to do better.

Mixed Media:

In this section we will include all the tasks regarding the implementation of diverse types of media. These media will be used to teach the player about the healthy plate principle, use sounds to have a more immersive experience, creating a logo and voice overs for all the dialogues.

Other:

In this miscellaneous section we will include user stories that are necessary to finish this project but are not part of any of the previous epics. For example, setting up Unity with VR capabilities, building and testing the final APK, leading user testing sessions and planning the vernissage.

At the end of this ceremony all the team had a clearer idea of the steps that we would need to take to end up with a finished and solid game.

Sprint planning

Date: 02/04/2024

In this session we discussed what needed to be done from the beginning. We agreed to focus on building the base for the game. Since most of us did not have experience with Unity, there was not a lot of detailed feedback in which should be the first steps. Our PO had the most experience with Unity and, after explaining to the rest of the team what needed to be done to start working on the game's features, we agreed on doing all the US that she proposed for the sprint.

In this sprint we focused on having a supermarket, being able to move around, and grab and throw items. Therefore, our sprint goal was set to "Modeling of the environment, basic functionality, movement mechanics".

Dailies

During this sprint we did dailies each day at 9:45 am, excluding weekends and festivities. The dailies were all under 15 minutes.

Backlog refinement

Date: 11/04/2024

At the scrum class on the 11th of April, Mr. Rottermanner proposed us to do a backlog refinement ceremony. The main objective was to change the user story estimation scale, from 1-5 (which was the one we were using) to the Fibonacci scale up to 20.

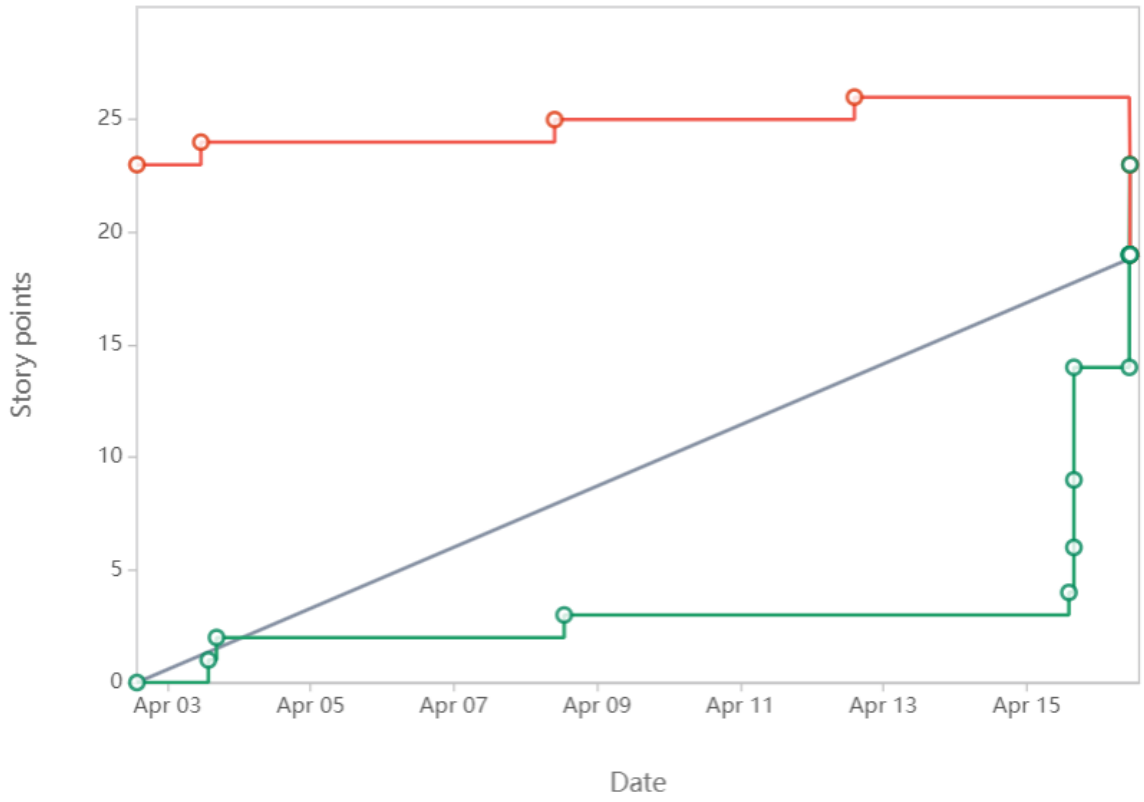
After the class our team gathered and did the backlog refinement. We changed all the estimation points to the new scale, as well as set more realistic story points based on our experience developing the project during the first sprint. We also created and updated user stories.

Sprint review

Date: 16/04/2024

In this sprint the lack of knowledge of the stack being used in the project was noticeable. We can see it by comparing the time to complete each task and the underestimation of certain user stories that had to be moved to the next sprint.

However, the team felt a good level of satisfaction and, even though we could not finish all the user stories, a general sentiment of achieving the sprint goal.

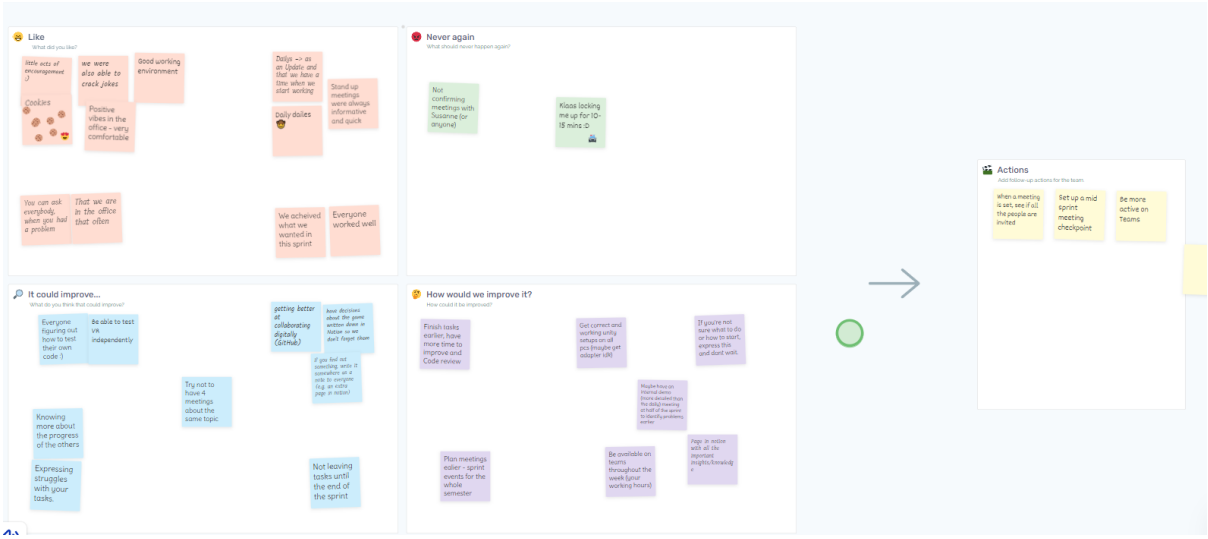


Sprint Retrospective

Date: 16/04/2024

This is the full picture of our retrospective. As we can see there are a lot of things we liked, but we have almost the same number of items in the “what could improve” section.

I consider this normal as it is our first sprint, and I was expecting a lot of things and feedback on what to improve as a team and how. I personally don’t see it as a negative outcome but rather as a positive one. The team shows that they feel comfortable sharing their opinion even if we have just started developing the project two weeks ago.



What we liked

We can see four groups of feedback.

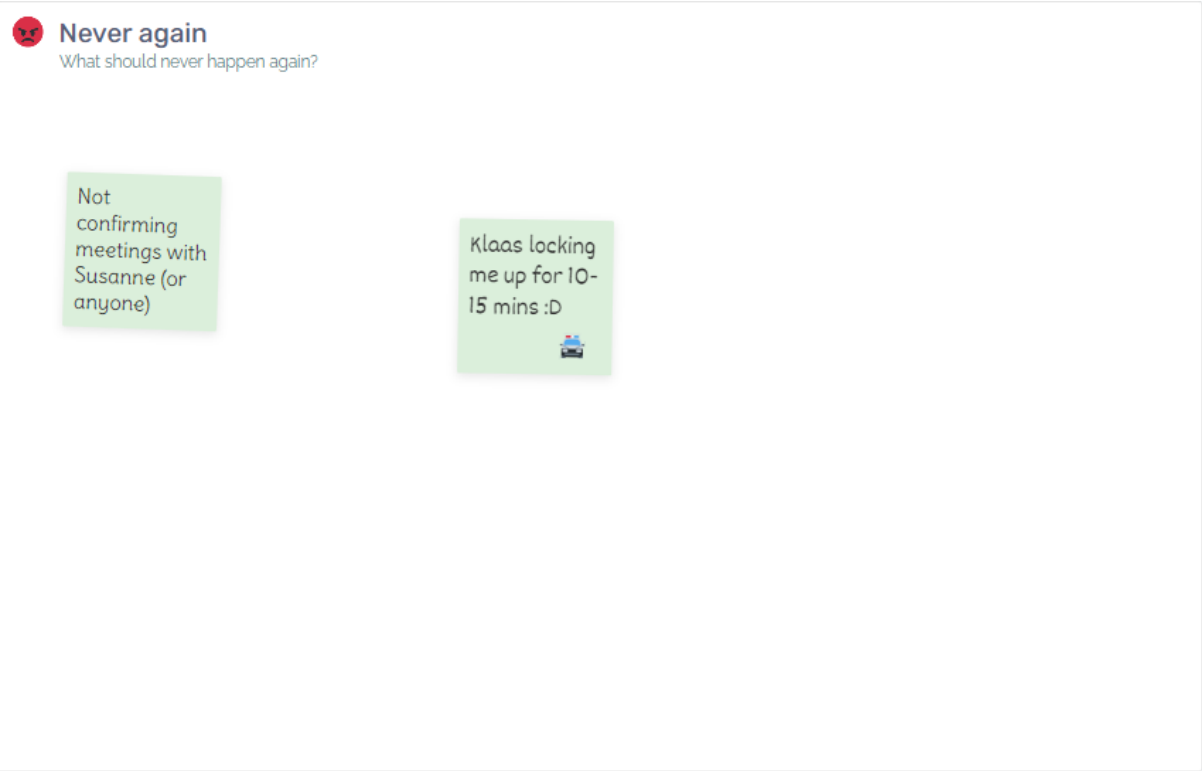
Working environment: The team finds the working environment to be very positive and comfortable-

Daily dailies: We like to do a daily each day. We also value that they are quick and informative, not lasting more than 15 mins each daily.

Office presence: We are happy to be able to work together in the office, as we all have been there when we had to work on our individual tasks. This provides an environment where we can ask the rest of the group for help or feedback.

Sprint goal: We achieved our sprint goal and everyone completed their tasks in time. Even though we did not complete all the tasks as we can see in the review, we realized that those were highly underestimated and that we would need one or more sprint to complete them.

What should never happen again

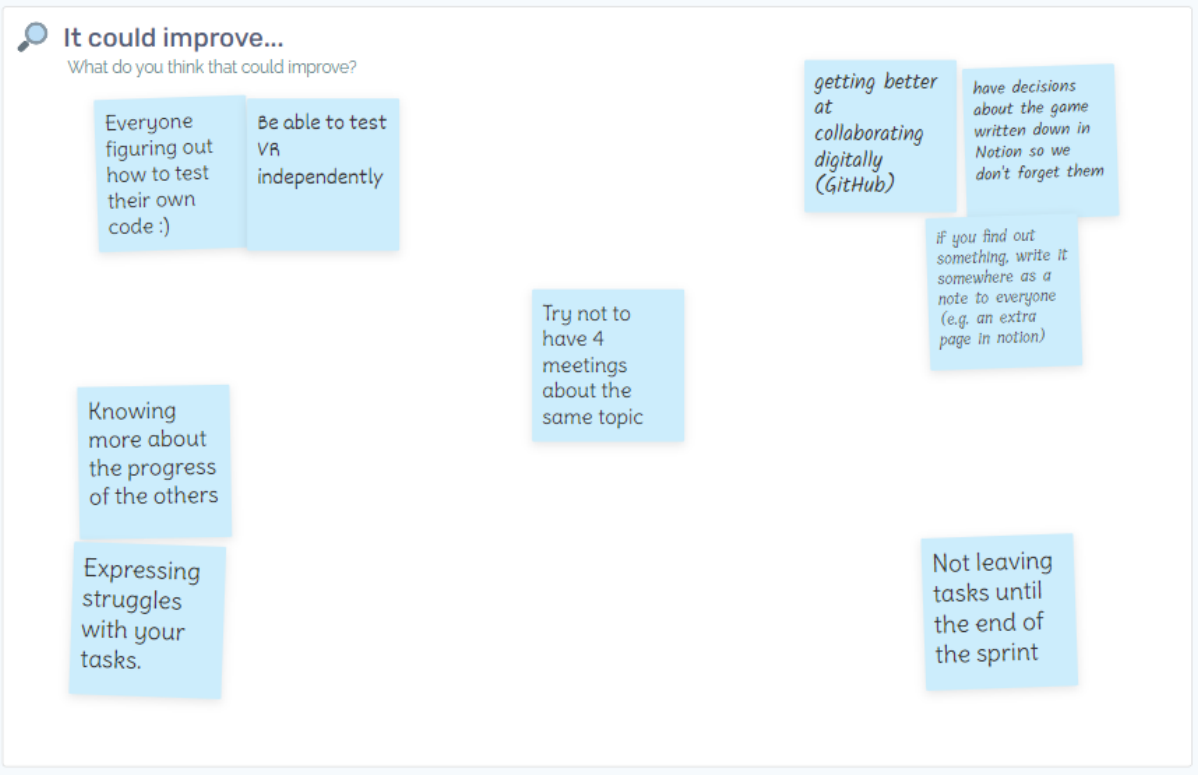


We had two items in here. The first one was not confirming meetings with Susanne (our stakeholder). This was due to a meeting not being made because of an e-mail not being answered from our part confirming the meeting. This led to a delay in an important decision that had to be made by our stakeholder to continue with the implementation.

I liked that this was brought up by Victoria, the person in charge of communication with the stakeholder. This was a demonstration of self-knowledge about when your actions had a negative impact on the project, as well as of self-responsibility and feeling comfortable to share this directly with the team.

The other item is titled Klaas locking me up for 15 mins in an office. As a joke, a teammate closed inside an office for more than 10 minutes, which I did not like. I wrote this to show to the team that in the retrospectives we must tell everything that we feel and can tell things that have affected us even if it's not directly about the workspace. After seeing this, Klaas apologized and committed to not doing it again.

What could improve



In this section we have 5 points:

Testing code independently: At the moment only one member of the team had the project set up to build and run the VR game.

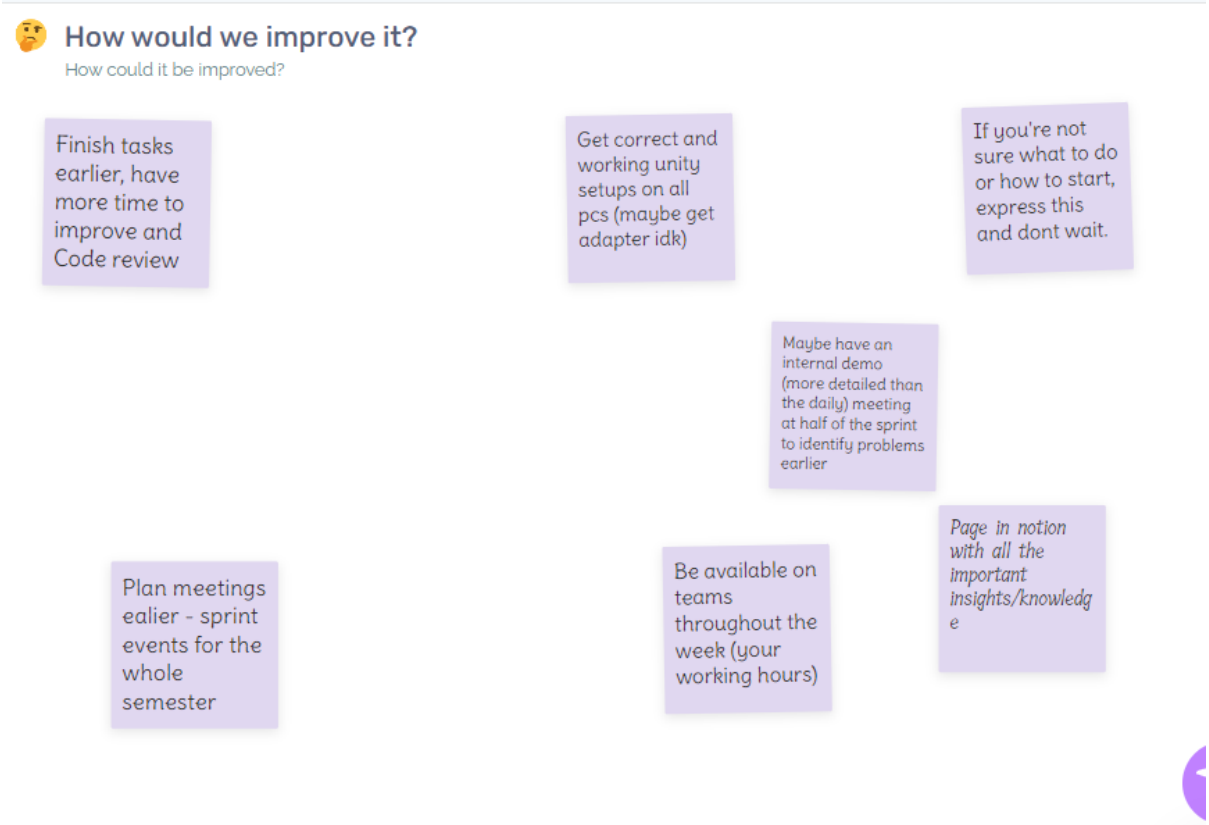
Lack of information in dailies: Although the team was really happy with the daily dailies, we expressed our willingness to know more about the progress of each task instead of hearing just the user story that you will work on that day.

Not having multiple meetings about the same topic: As an early stage of the project, we needed to decide a lot of things as a team, and at the end we were discussing the same things in different meetings.

Digital collaboration: The team found a lack of coordination on working digitally .Some of us had never worked with notion and its structure was not clear at the moment.

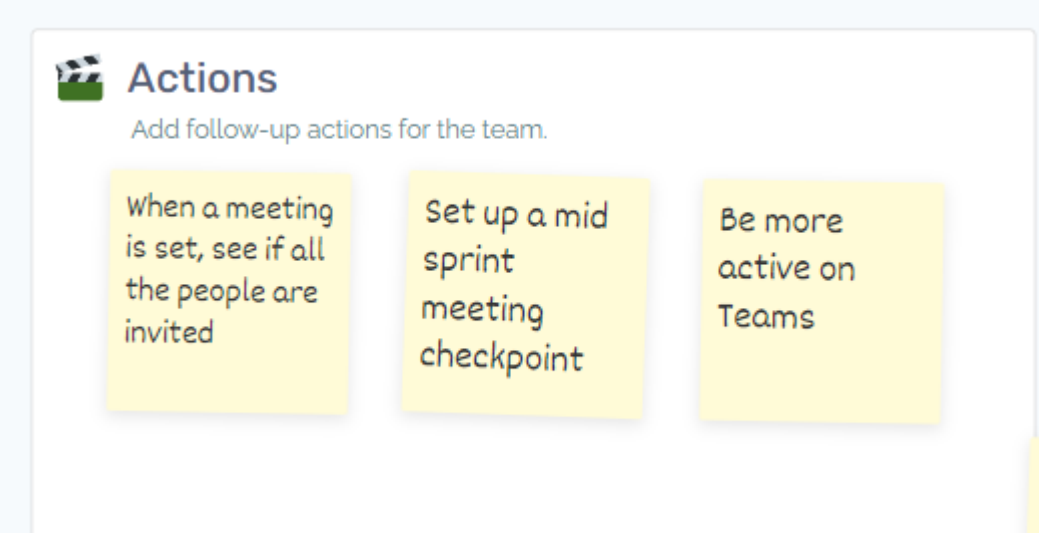
Not leaving tasks until the end of the sprint: Although we worked throughout the sprint, as we could only test on one computer, we had to wait for checking out the work, which caused delays and a bad looking burn-down chart.

How would we improve it



In this section we can see a lot of feedback on how to improve all what was mentioned in the previous section. Although the solutions proposed are quite straight forward, as a scrum master, I'm glad to see that before starting to deliberate the contents of the retro board, there already are ways of improving the problems we are facing.

Actions



After talking about the contents of the board, we agreed on implementing these actions in the next sprints:

When a meeting is set, if someone of the team notices that someone is missing from the Microsoft Teams participants panel, they should tell the one who organized that meeting.

From now on we will configure the teams app to get notifications on the project's team. That was the main reason because some of us were not active on teams. We will also try to be more active on the platform.

We would set up a mid-sprint meeting checkpoint to see the progress of each user story. At the end we did not implement this. Instead, we focused on detailing the progress of each user story during the dailies. That way we could have a picture of the project's progress throughout the sprint instead of just one at the time of that meeting.

Sprint 2

Date: April 16th, 2024 - April 29th, 2024

Sprint goal: Sprint goal: Have the supermarket section finished.

Sprint planning

Date: 16/04/2024

This sprint planning was smoother than the previous one. Since we did the backlog refinement 5 days ago, we had a very updated and good-looking backlog, so planning this sprint was very fast.

The objective of this sprint was to have the supermarket area of the game finished.

Dailies

During this sprint we did dailies in a hybrid format each day at 9:45 am, excluding weekends and festivities. The dailies were all under 15 minutes and we were more specific on the progress of each user story compared to the previous sprint.

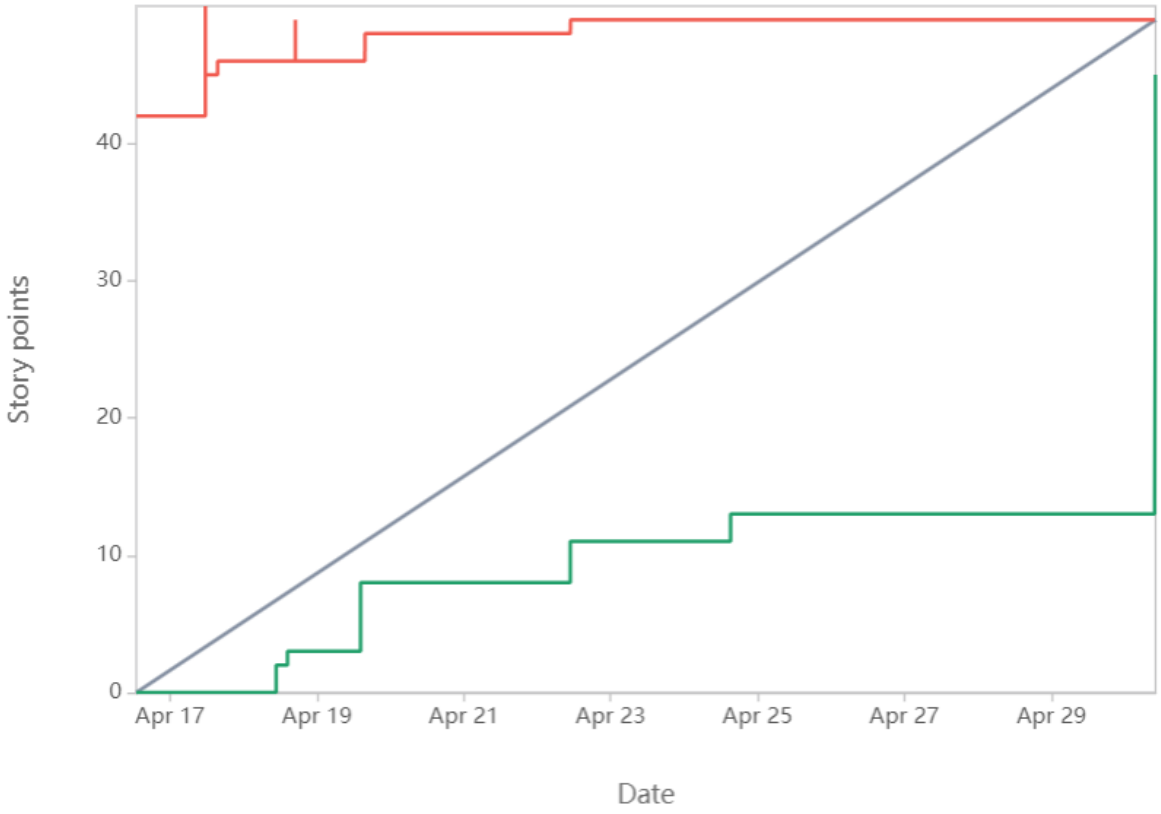
Sprint review

Date: 30/04/2024

In this sprint review the experience gained by all the members of the team was noticeable. We all finished more tasks and only one user story was uncompleted due to underestimation.

The little spikes that we can see on the work scope at the top of the graph are due to user stories that were necessary for this sprint and did not know at the time of the sprint planning that we would have to do, like a presentation for the mid-term cocreation or some technical user stories that had to be implemented in order to complete the others.

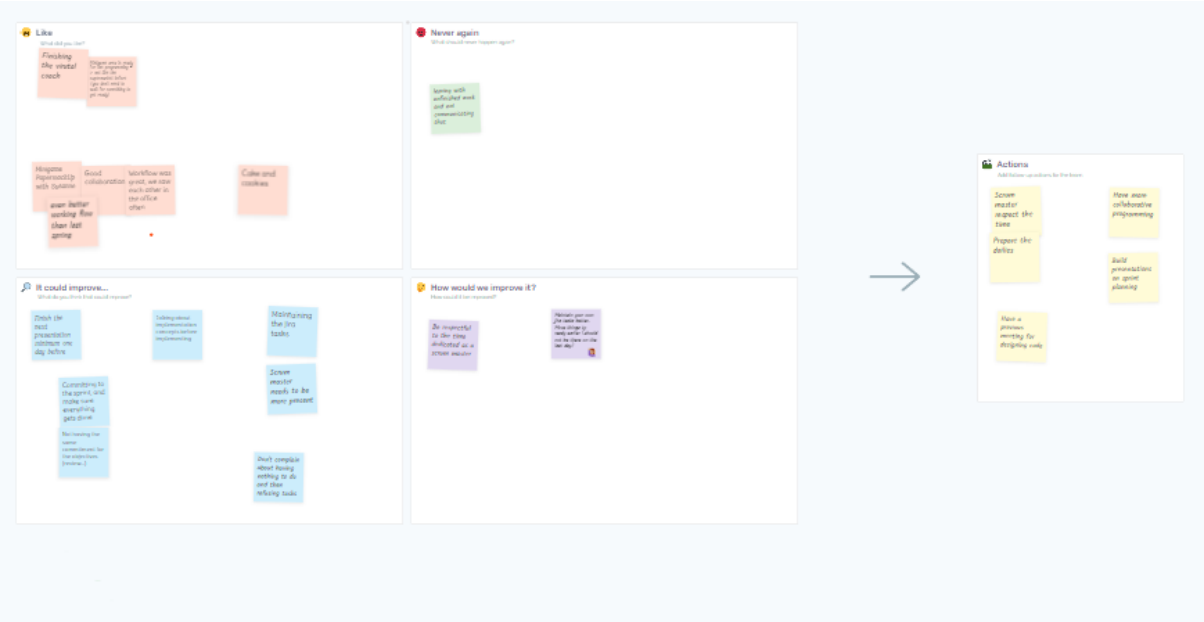
As we can see, even though we had completed almost all the tasks, we were having problems on setting the status of the user stories to done during the sprint instead of at the end. This would come up at the daily.



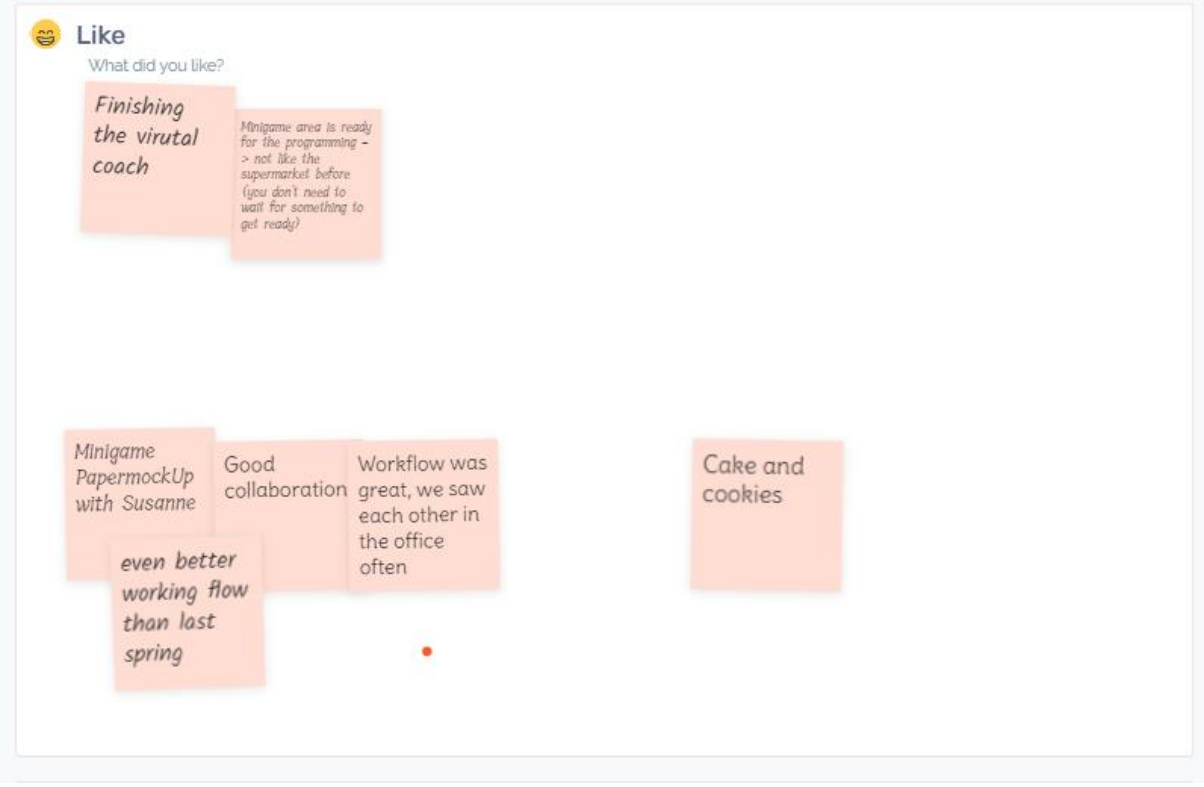
Sprint retrospective

Date: 30/04/2024

From my point of view this retrospective was the most interesting from the whole project. Ioana, a team member, went on a vacation to her home country without finishing a user story necessary for the sprint goal to be achieved. This was the only time in the whole project that an important negative event happened and was going to be talked about on the retrospective meeting.

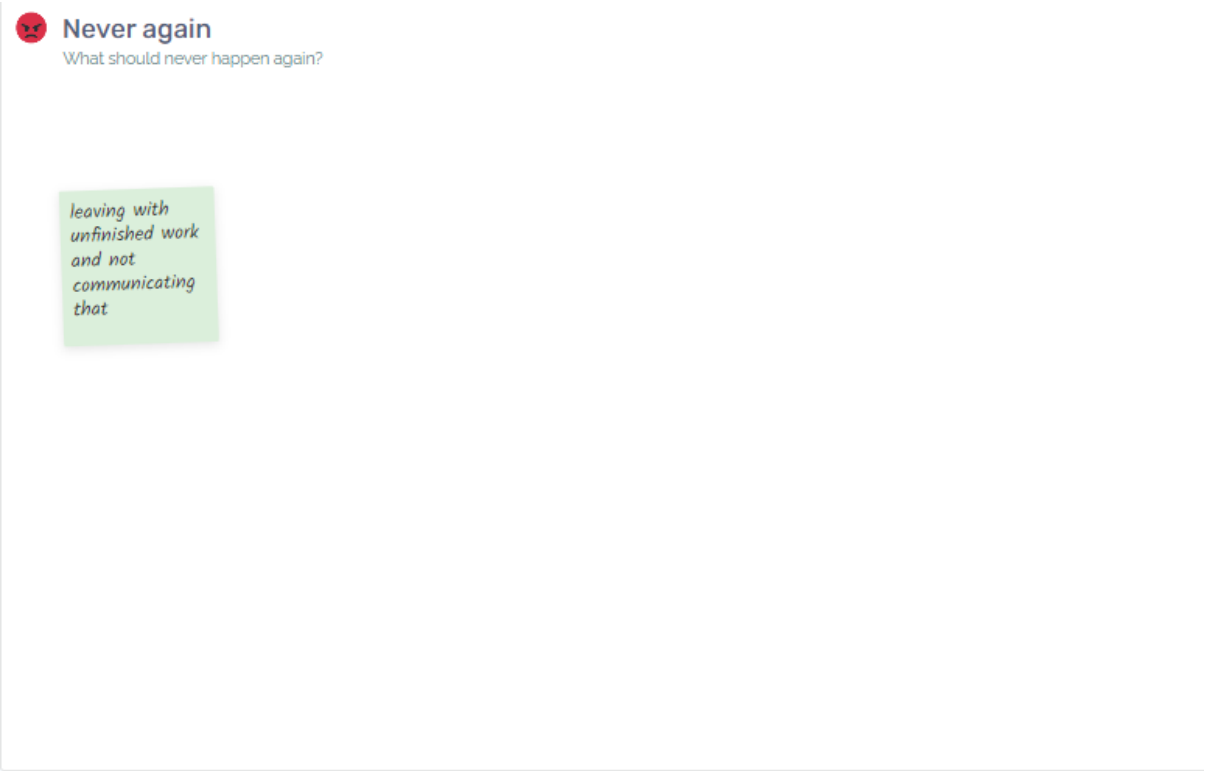


What we liked



We were happy to almost finish the supermarket scene of the game. We also were happy about the collaboration and some events that happened during that sprint, like a meeting with our stakeholder, Susanne, to decide how will the minigame work. Finally, some acts of encouragement, like bringing cookies to the office were positively valued.

What should never happen again



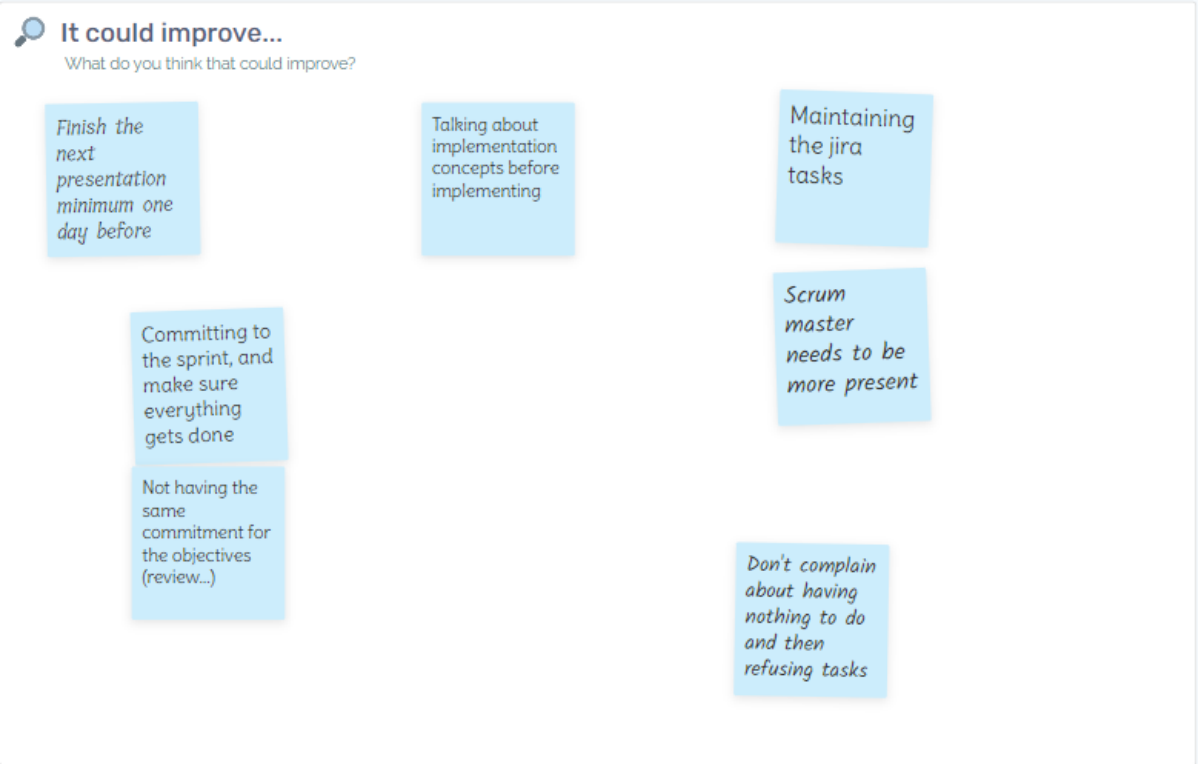
We felt like there was an elephant in the room and Victoria was the one who wrote and confronted Ioana, who was online following the retro, about the issue. I was impressed about how she managed the situation, even though I am the scrum master and think that it should be me who had to manage it, I am sure that I would not have done it nearly as well as she did.

She used soft vocabulary, making sure that Ioana understood the gravity of the situation, but as well assuring that she would not feel confronted but comfortable that her team was understanding and was there to help her.

Ioana was very understanding of the situation and her actions, and shared with the rest of the team that she was sorry and would take measures for this situation to not happen again, and as she said it didn't happen for the rest of the project.

I personally was really impressed and in that retrospective I learnt a lot about conflict management.

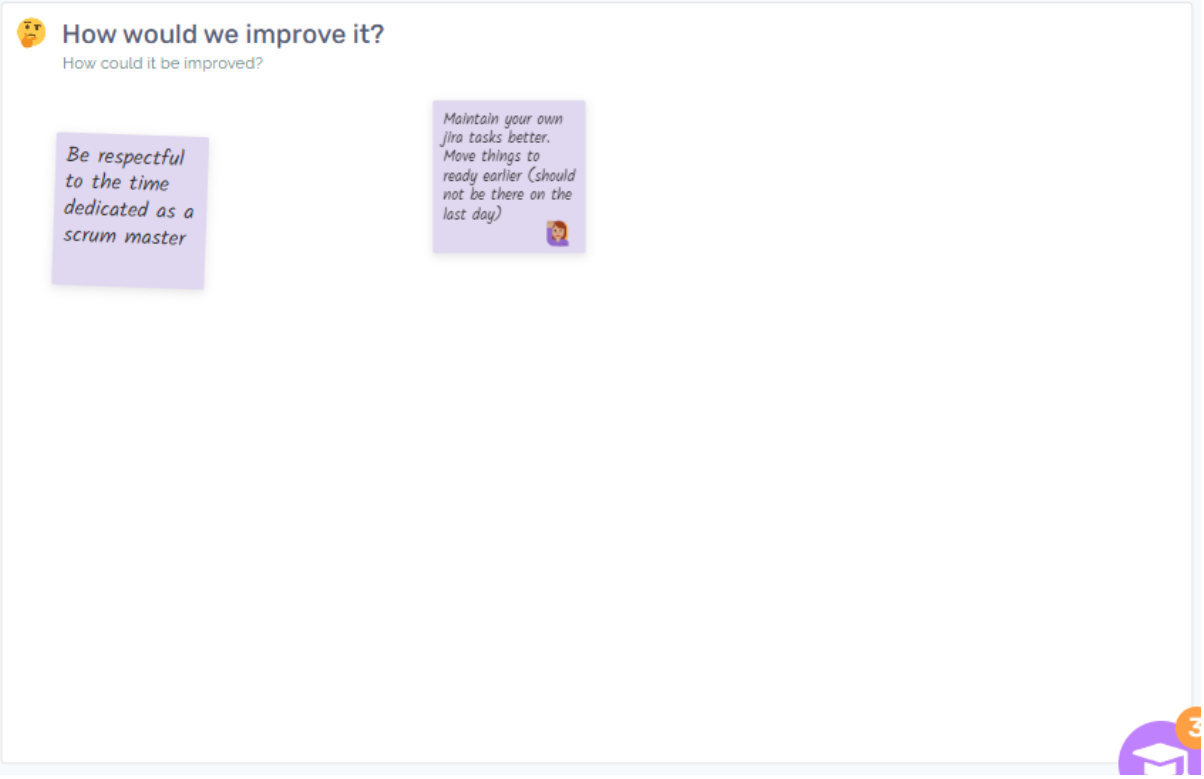
What could improve



In this sprint we had to do the presentation for the mid-term cocreation, which was not included in the sprint planning as we were only thinking in user stories for the project itself. We also had some items about the commitment of all the team members. We also shared our feelings about having meetings to talk about the design instead of directly building and then having to redo some of the work.

Finally, I added the lack of presence as a scrum master. I felt like that burn-down chart was my fault, even if the developers don't update the status of the user stories on the Jira board, I should be responsible to track that down, as on each daily we all shared the status of our progress.

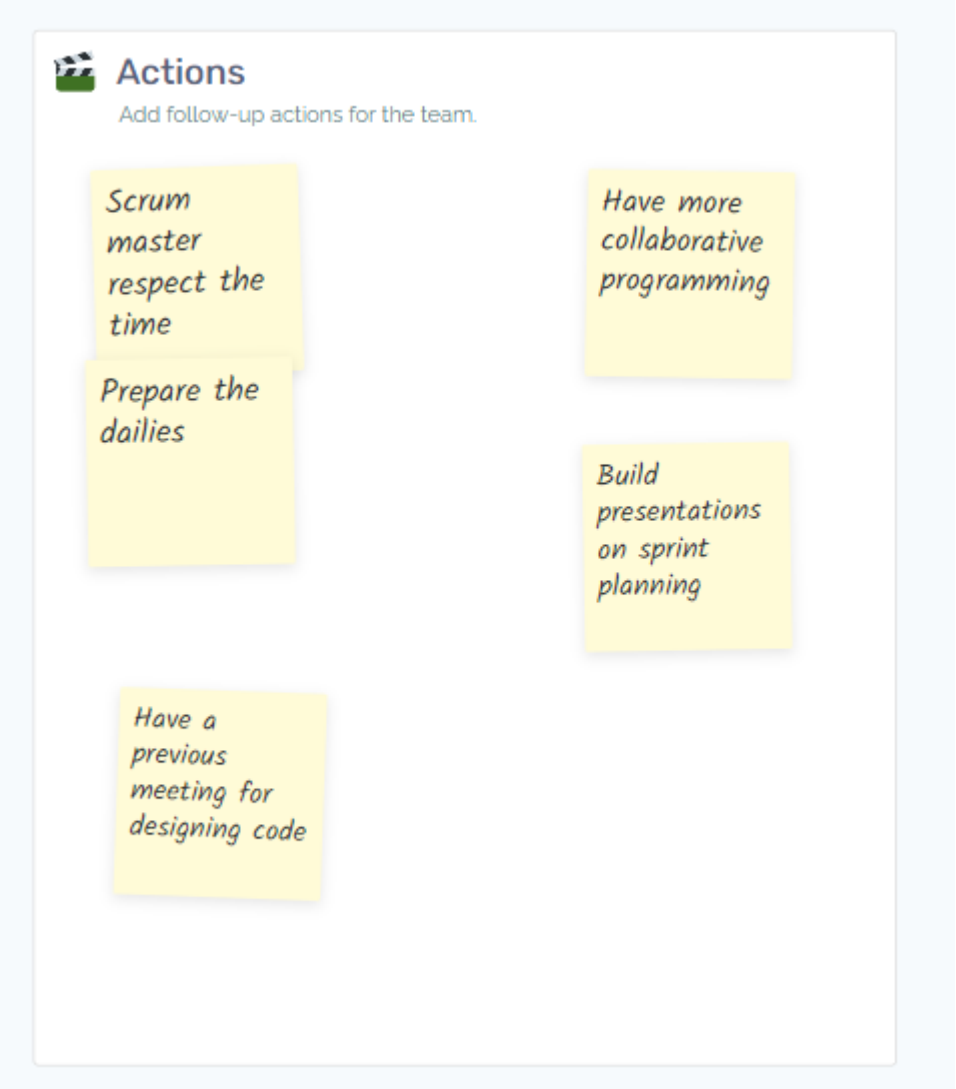
How could we improve



In this section we can see two items. The first one being to be more respectful to the time reserved as scrum master. For me it was difficult to be developer and scrum master at the same time. I only focused on the user stories on Jira and forgot about the tasks of scrum master. This was also related to the feeling that scrum in the project was going smoothly, but that did not mean that there weren't things to improve.

The second item talks about each team member updating regularly the status of their tasks. Again, related to the burn-down chart.

Actions



As for actions we decided for me to be more respectful about the time dedicated as scrum master. We will have a time assigned for scrum master taks and I will have to respect it, taking off the developer hat. We also thought about sharing the screen of the Jira board during the dailies so that I can see discrepancies between the status shown on the board and the one shared in the daily so I can update it.

We also proposed having meetings for designing the code before implementing it as well as fostering collaborative programming.

Sprint 3

Date: April 30th, 2024 - May 14th, 2024

Sprint goal: Finish the minigame and the supermarket up to the scoring.

Sprint planning

Date: 30/04/2024

The goal for this sprint was to have the minigame and supermarket areas finished up to the scoring. The sprint planning again went smoothly as we had an updated and complete backlog.

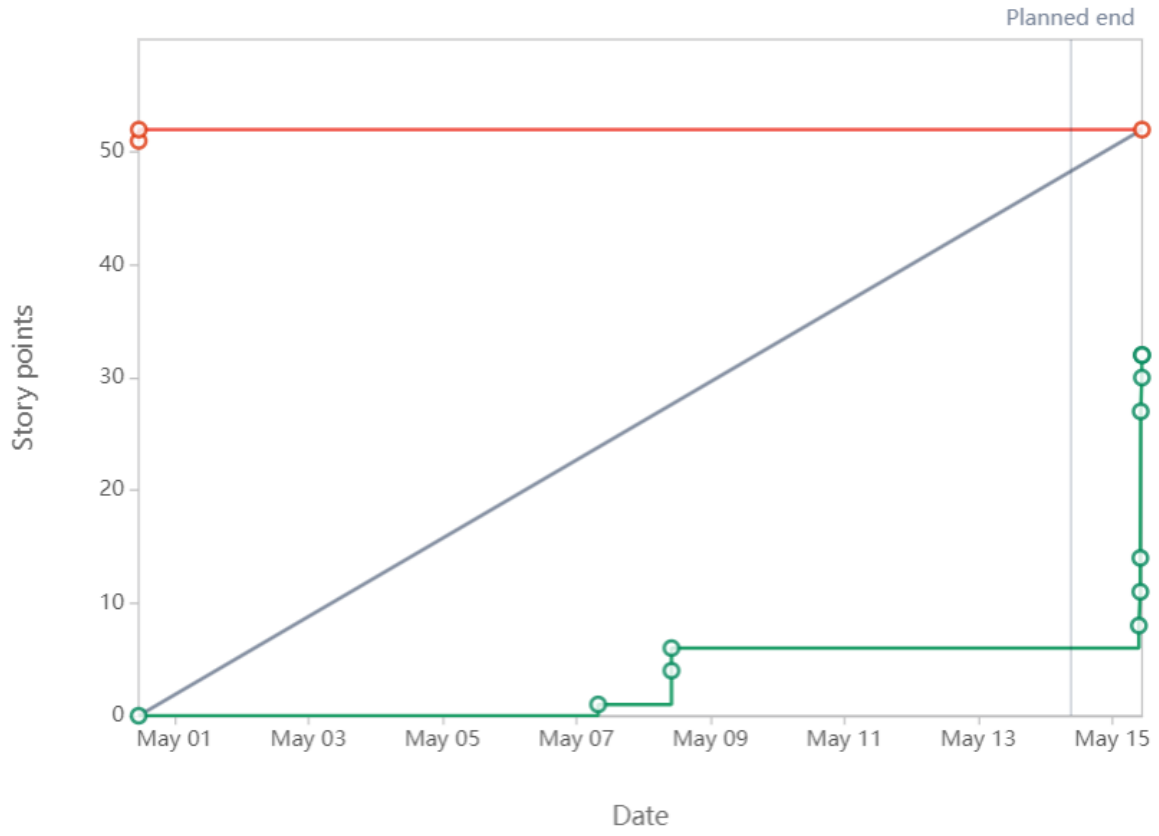
Dailies

During this sprint we did dailies in a hybrid format each day at 9:45 am, excluding weekends and festivities. The dailies were all under 15 minutes and we were more specific on the progress of each user story compared to the previous sprint. We also shared the Jira board and updated the user stories during the dailies in case there weren’t up to date.

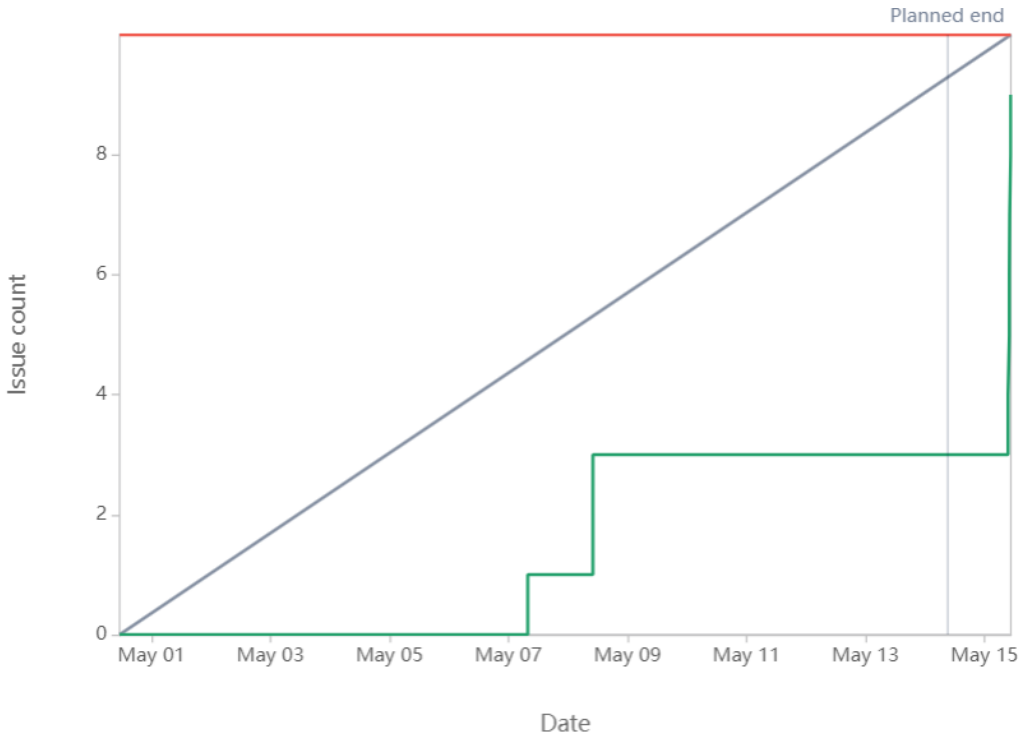
Sprint review

Date: 15/05/2024

In this sprint we also worked evenly during the two weeks. Although it does not seem like it, we confirmed everything worked on the review and that's why a lot of user stories were moved to the done section the last day. At the time we did not merge that frequently and we had to test everything worked together.



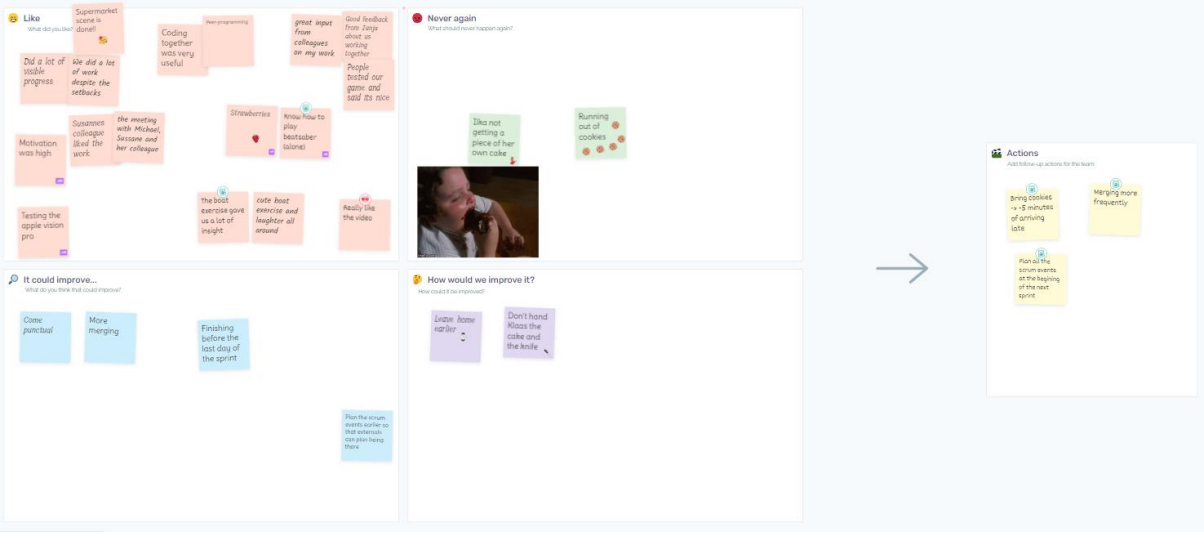
The goal was also practically achieved. Even if we can see a gap of 20 story points between the work scope and the completed work, that was just because of one user story. That user story was composed of 4 subtasks, of which we completed 3. That's why, even if we just were 5 points short between the goal and the completed work, we had to leave the whole user story for the next sprint.



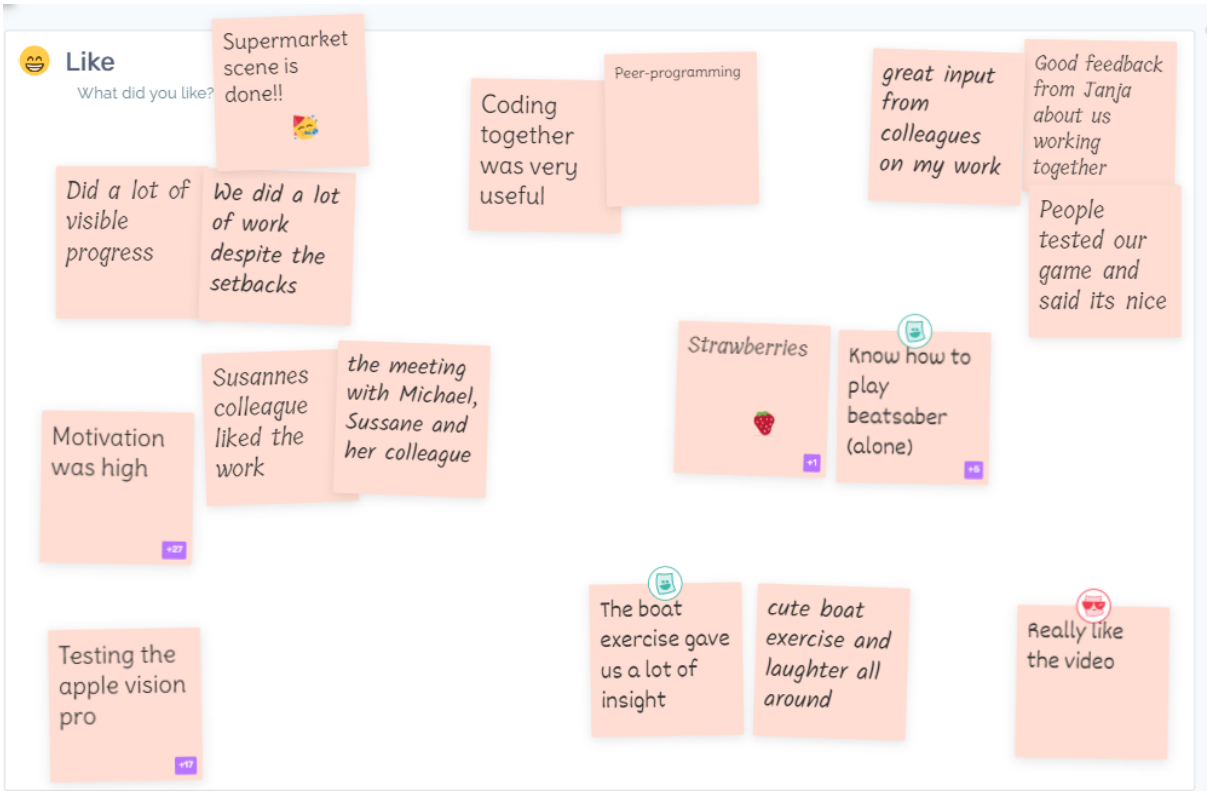
Sprint retrospective

Date: 15/05/2024

This retrospective was the first which had the style of all the upcoming ones. A lot of things we liked, nothing or silly jokes in the “never again” section, and a few things to improve and how to improve it.



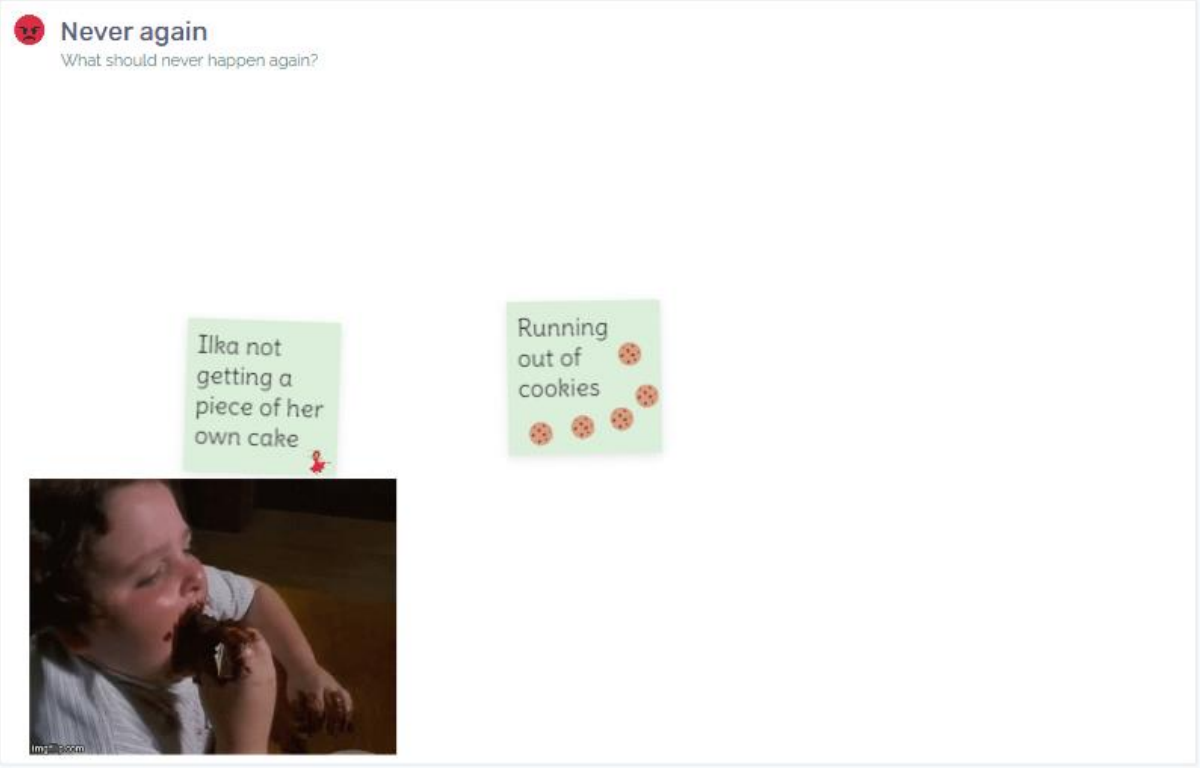
Things we liked



As we can see there are a lot of things that the team appreciated. We had the chance to test the Apple vision pro, we were happy about the progress we made, and we also saw the positive impact of implementing the actions from the previous retro (pair programming).

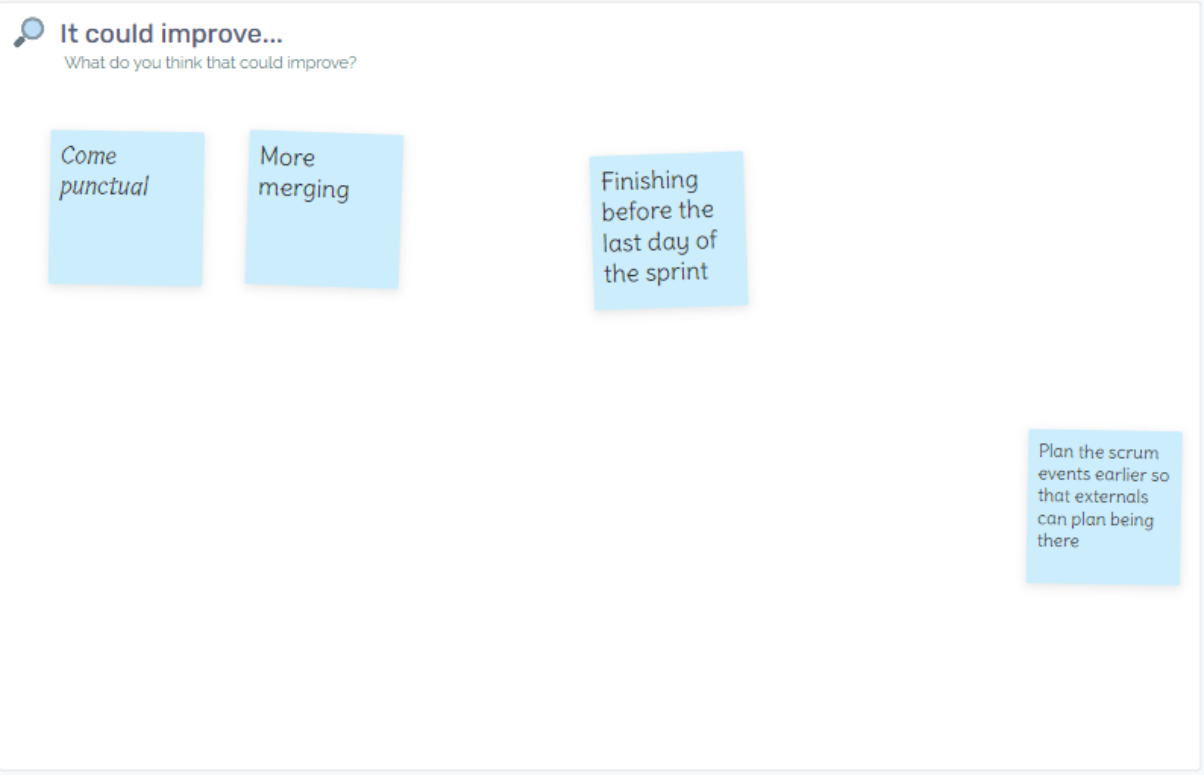
Another thing we highly valued was an exercise driven during the project coaching session by Janja. She asked us to draw a boat that represent how we feel about the project, depicting each member as well as a role in a sailing crew. The different drawings can be seen in the boat retrospective section.

What should never happen again



In this section we can see a couple of jokes. There was not any negative event during the sprint, so the team decided to land some jokes as well as a gif in this section. Although there were only jokes, I am sure that any member from the team had something to share as a negative setback.

What could improve

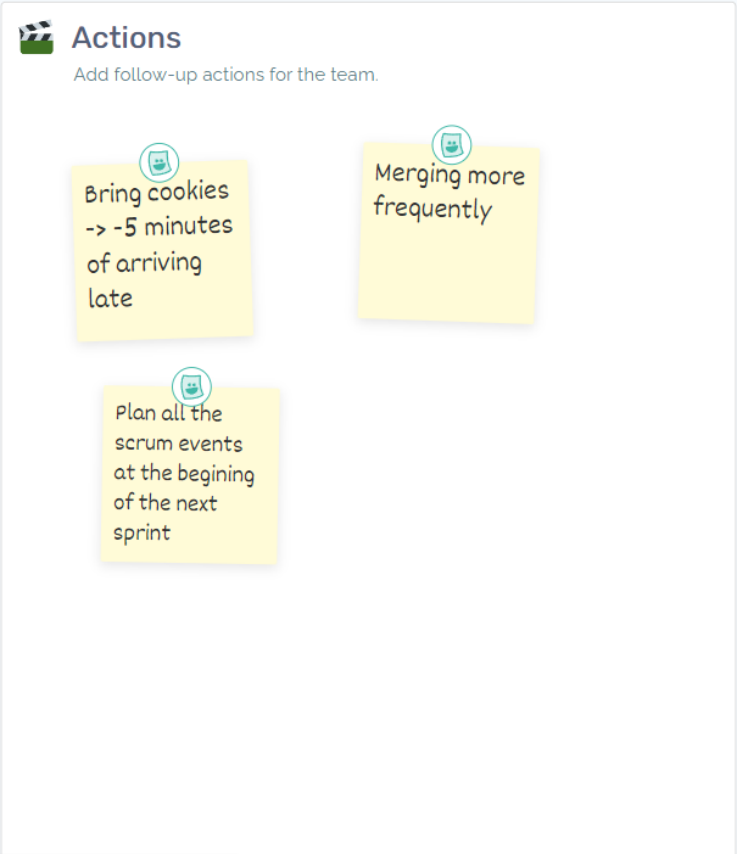


In this section we can see a few aspects that we could improve. Basically merge more often and thus not finishing the tasks the last day of the sprint, coming more punctual and plan the scrum events earlier so that our stakeholder has a better chance to come to the review.

How could we improve

Here we have a basic suggestion to improve the punctuality and a joke. We will see ways of solving the issues we had in the actions section.

Actions



As actions we had agreed on implementing three. The first one will be that, if a team member arrives 5 minutes late, they should bring a pack of cookies. Then, me, as a scrum master, committed to creating all the scrum events of a sprint before starting it. And finally, we agreed on merging the code more frequently, so we could see a gradual progress.

Sprint 4

Date: May 15th, 2024 - May 29th, 2024

Sprint goal: Finish every feature so that next sprint we can focus on finetuning and bug fixes.

Sprint Planning

Date: 15/05/2024

This sprint planning was also smooth. We focused on finish implementing the features so that for the next sprint we would only need to fix bugs. Therefore, we set the sprint goal to “Finish every feature so that next sprint we can focus on finetuning and bug fixes”.

Dailies

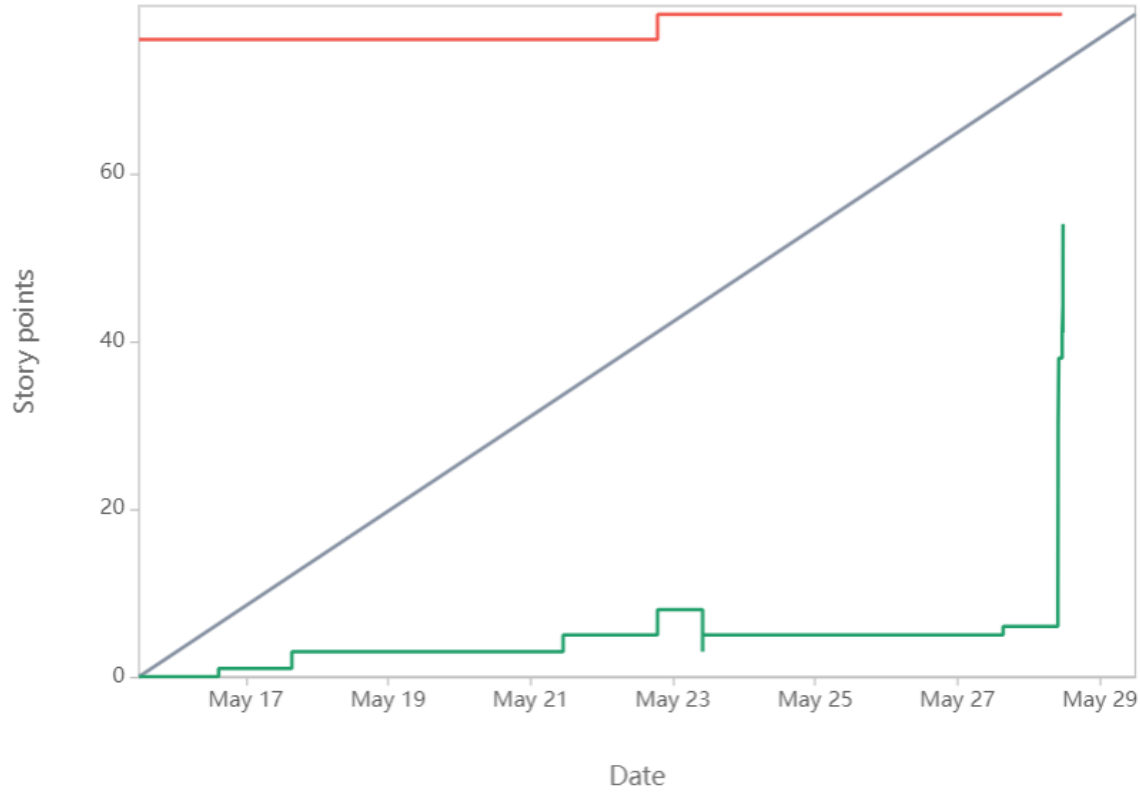
During this sprint we did dailies in a hybrid format each day at 9:45 am, excluding weekends and festivities. The dailies were all under 15 minutes and we were more specific on the progress of each user story compared to the previous sprint. We also shared the Jira board and updated the user stories during the dailies in case there weren’t up to date.

Sprint review

Date: 15/05/2024

During this sprint we also advanced rapidly and merged more frequently. Although we improved a lot, we were facing problems with the audio of our project, and sadly we could not implement those features until the next sprint. That’s why, even with one person on the team working exclusively on the audio for the whole sprint, there is a gap between the completed work and the work scope.

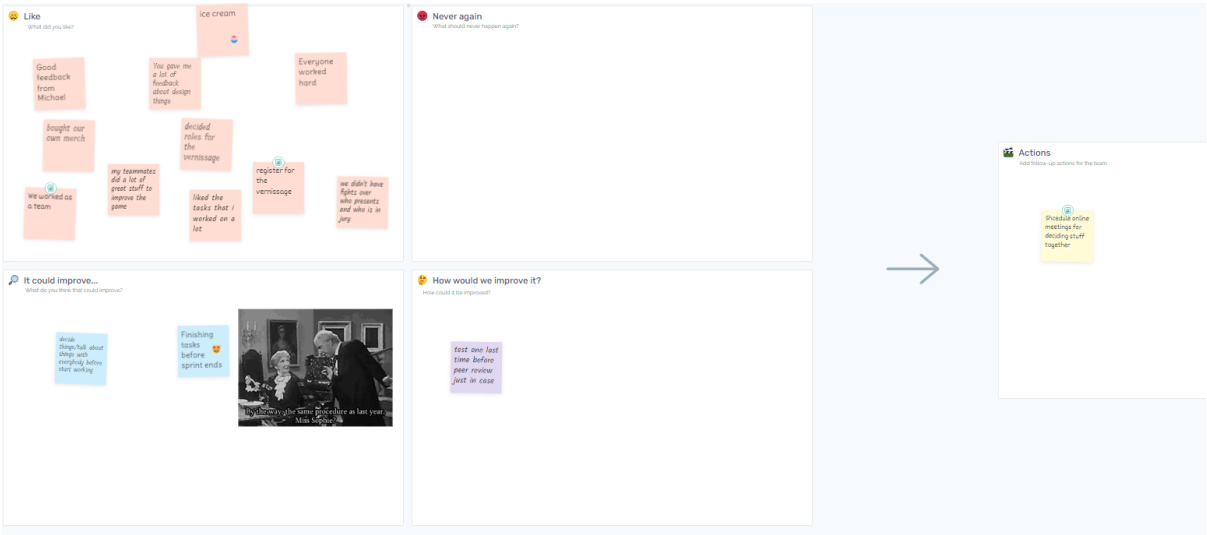
Even though the gap was big, the problem layed in the integration of Wwise, the plugin responsible for the audio in the game, and the Oculus headsets. We were sure that it was an option that we needed to toggle and it would work, but as it did not fulfil the definition of done, we could not set those tasks as done.



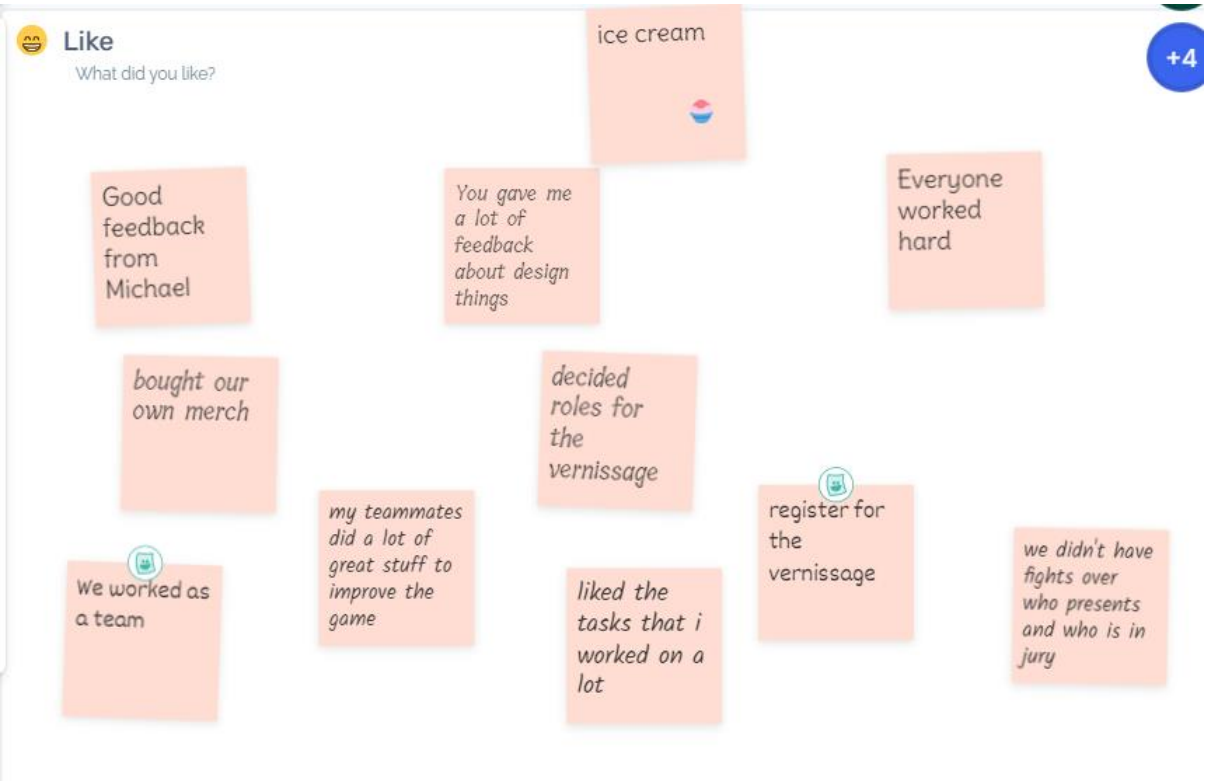
Retrospective

Date: 15/05/2024

As we can see we continue with the same retro result as the previous one. A lot of things we liked, nothing in the “never again” section, and a couple of things to improve and how to improve them.

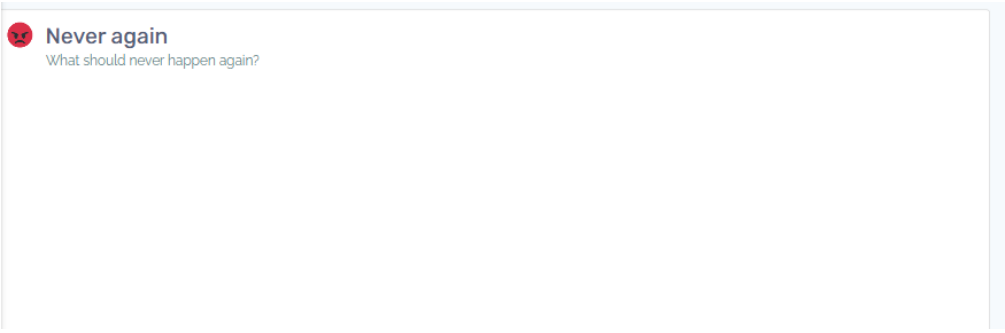


What we liked



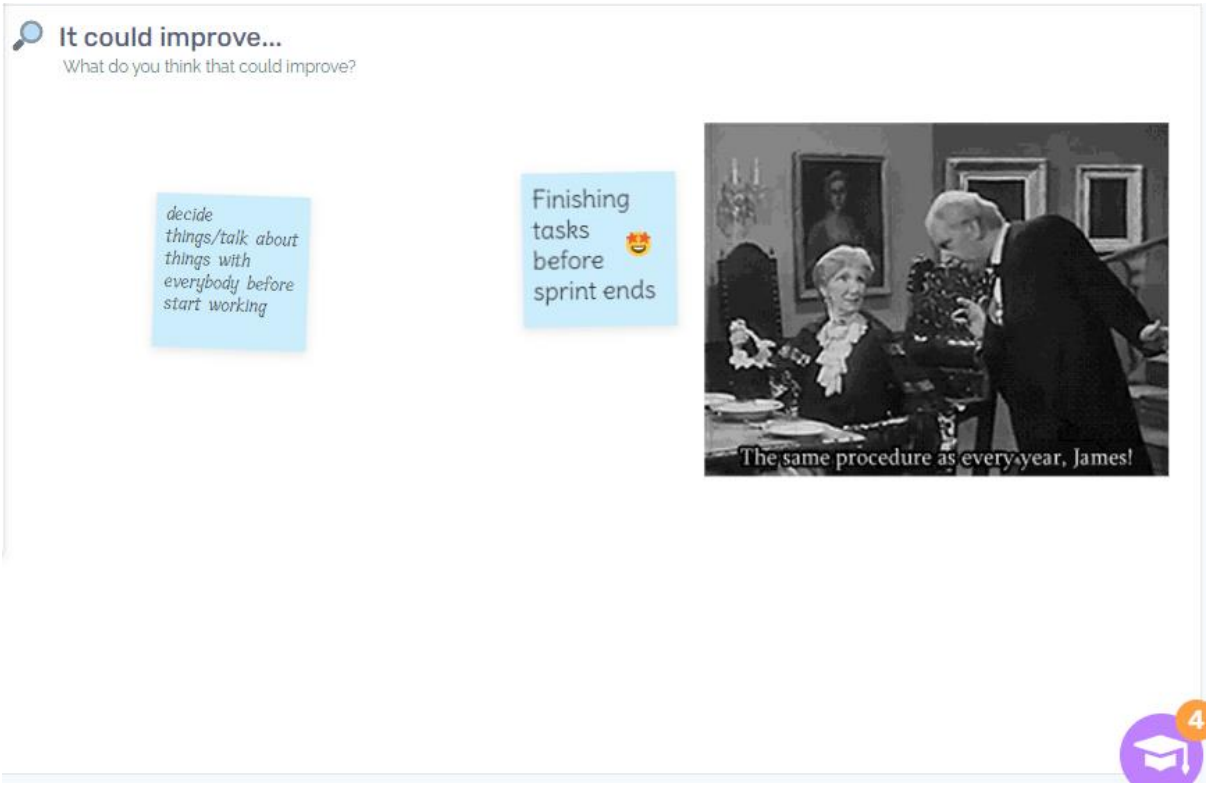
In this sprint we had a meeting with our project coordinator, who liked the progress that we made as well as the product itself. We also had the chance to buy our own merch as well as decide the roles for the vernissage. Finally we all had the same feeling of cooperation and team effectiveness.

What should never happen again



This section was empty for this retro. We were all happy and satisfied with the way we worked, and the progress made. Although I knew that there was not anything to add in this section, I asked the team specifically to add something if they felt that something should be added.

What could improve



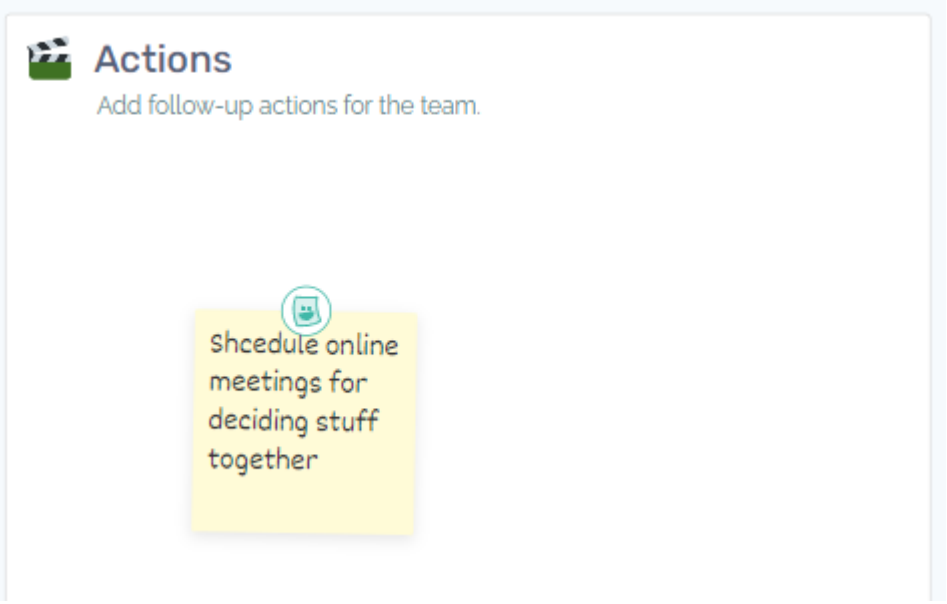
Here we can see a couple of items on what to improve. The first one talks about deciding things before start working. Although it may seem like a similar item proposed in the retrospective of the sprint 2, it refers to something different. The previous item talked about having meetings to design coding concepts before starting to develop. This one talks about having a clearer idea of what we want regarding the creative items, such as posters or logos, before starting to work on them.

The other item we have seen in the previous sprints, and although in this one we have merged more constantly, we still have most user stories being moved to the done section towards the end of the sprint. There's also a gif that makes fun of the fact that it's not the first time that we see this item in the retro.

How would we improve it

In this case during the review something that was supposed to work did not work correctly, so we suggested to test before the peer review (in that case the sprint review) just in case.

Actions



For this retro we have just one action, which is to set up online meetings to discuss what we want exactly for the creative media of our game, so that the team member that is working on that does not have to go over the same process twice.

Sprint 5

Date: May 28th, 2024 - June 7th, 2024

Sprint goal: Finishing the game to present it at the vernissage.

Sprint Planning

Date: 28/05/2024

The length of this sprint was going to be affected by the day of the vernissage, so instead of two weeks it would last almost one week and a half. This sprint planning as the rest of the ones from other sprints was very smooth. Since we only need to do what was missing from the backlog it was a very fast and light ceremony.

Dailies

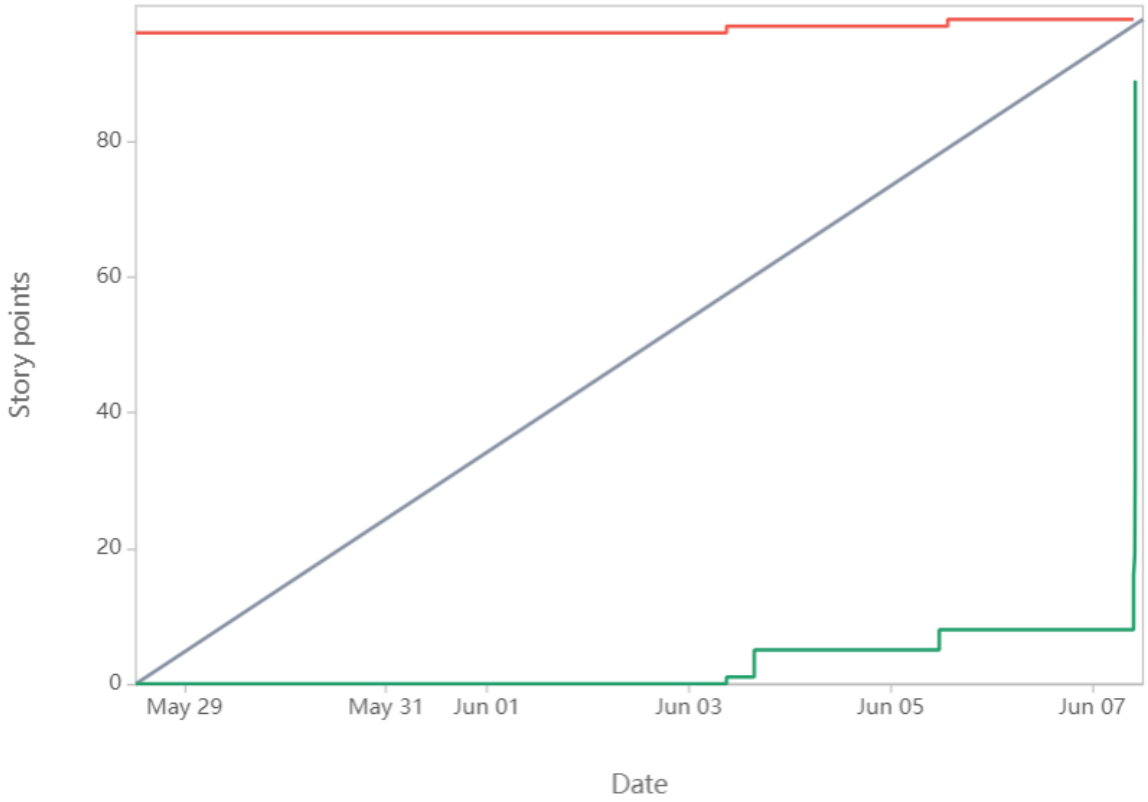
During this sprint we did dailies in a hybrid format each day at 9:45 am, excluding weekends and festivities. The dailies were all under 15 minutes and we were more specific on the progress of each user story compared to the previous sprint. We also shared the Jira board and updated the user stories during the dailies in case there weren't up to date.

Sprint review

Date: 07/06/2024

This was our last sprint. As we can see it may look like we all waited for the last moment again to implement, but that's not true. All the user stories were gradually moved to the "code reviewed" column, but to be moved to the done column Victoria, our PO, had to review them. Since we were all busy she could only do that the day of the sprint review.

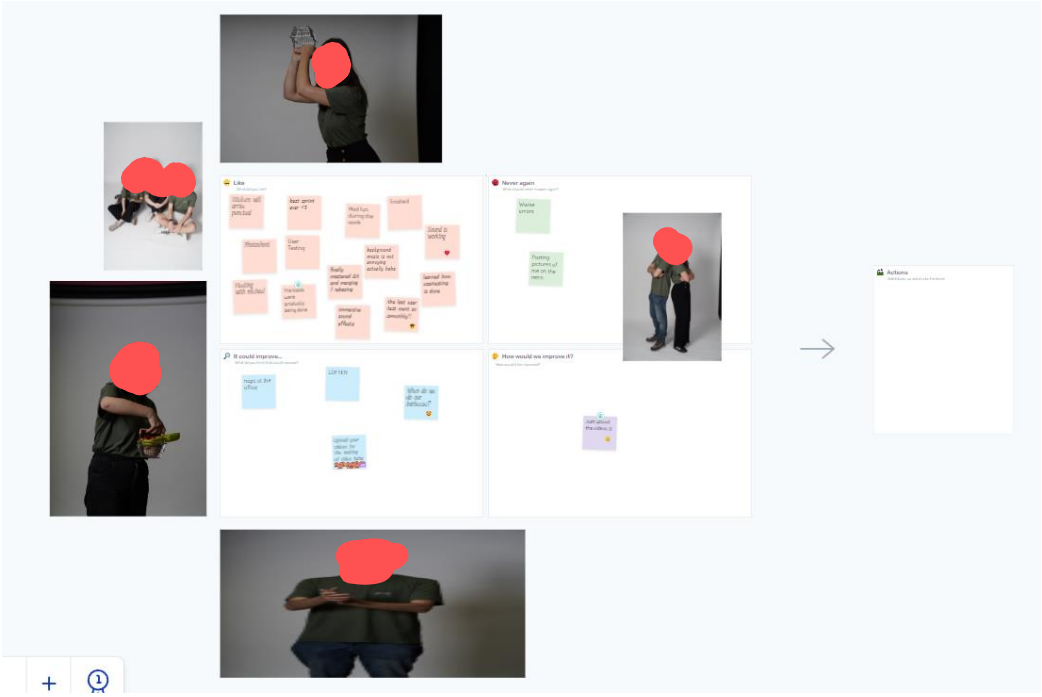
The only task which we did not achieve were the ones about building and testing the final APK, since we found a couple of little bugs during the review which we had to fix before building the final version.



Sprint retrospective

Date: 07/06/2024

As this was the last retrospective of the whole project, the team felt more liberty and added some pictures of us.

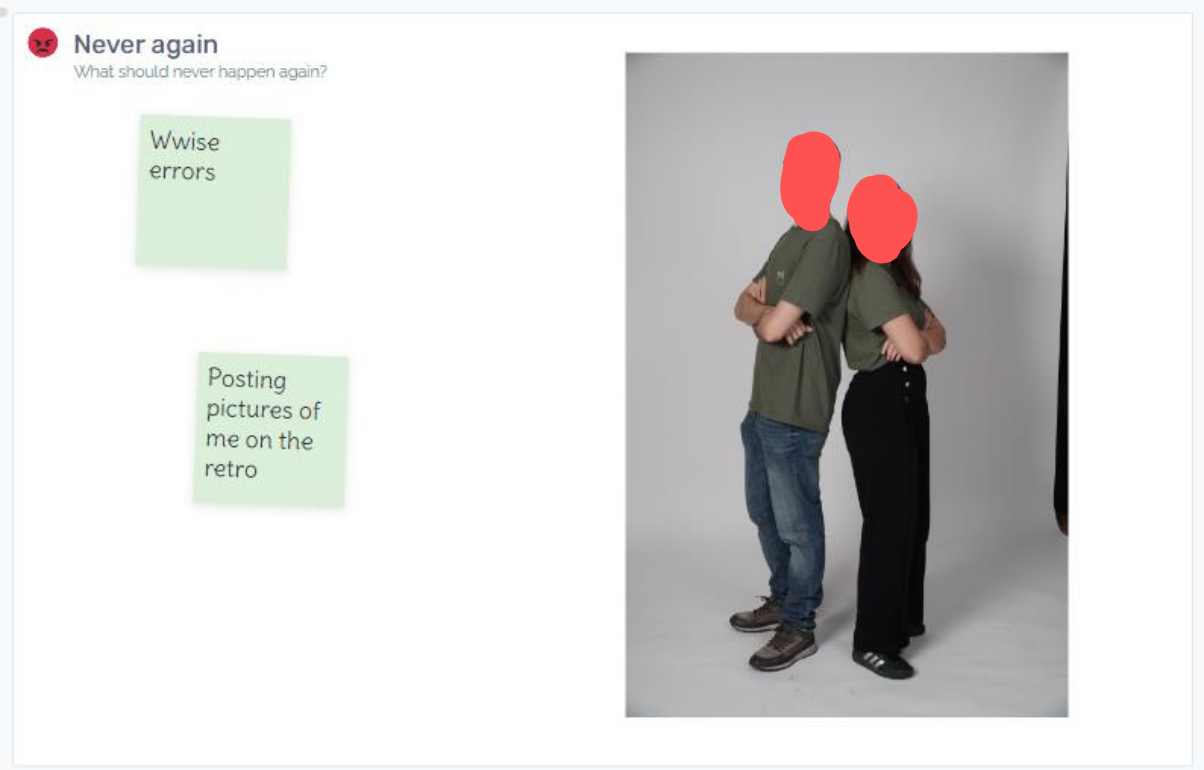


What we liked

Here we have a lot of positive items, like a meeting with our project coordinator who has very happy with the final project, the implementation of sound effects, the user testing sessions as well as working better together with Git.

For me the best item was the one that says, “best sprint ever <3”. Although it may look simple, it reflects the continuous improvement of the group and our scrum procedures, making me very proud as the scrum master.

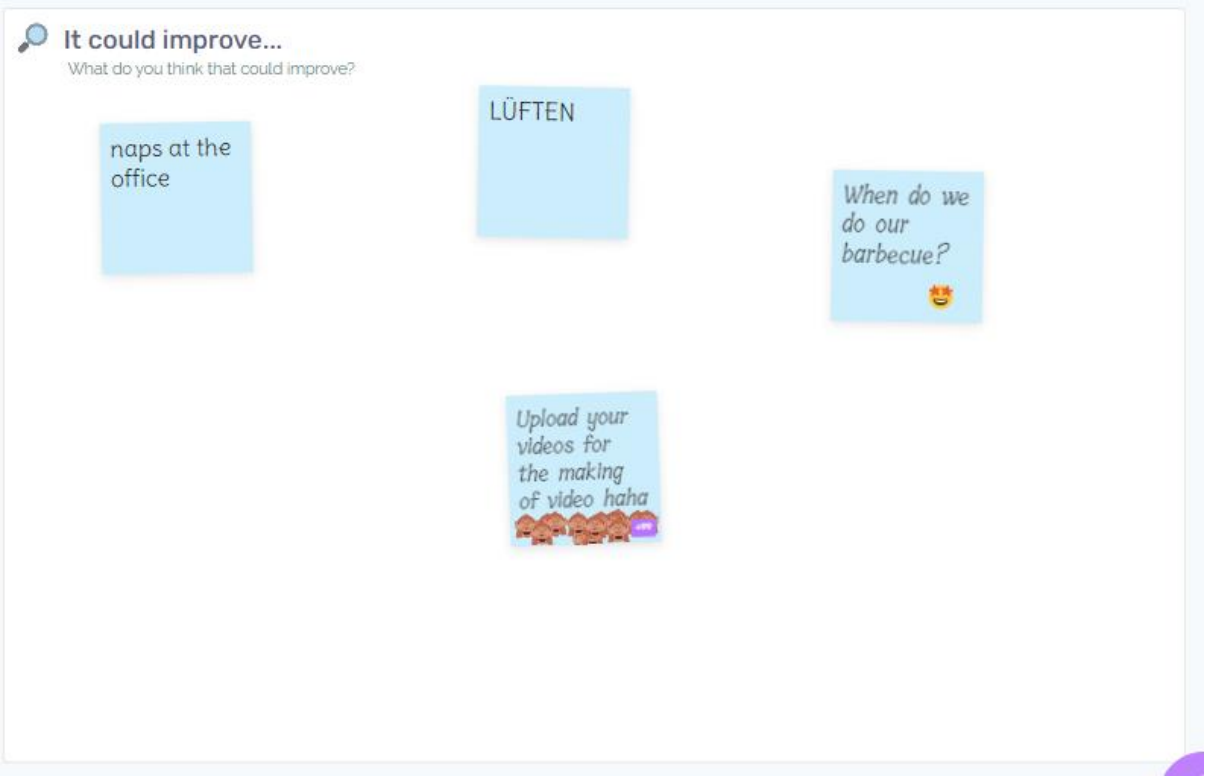
Never again



In this section we can see two jokes. The first one being all the errors we had with Wwise and delayed our progress regarding the sound aspect of the game, and the second one a team member complaining about posting her pictures on the retro board. After seeing that item, they posted a picture of her next to the sticker.

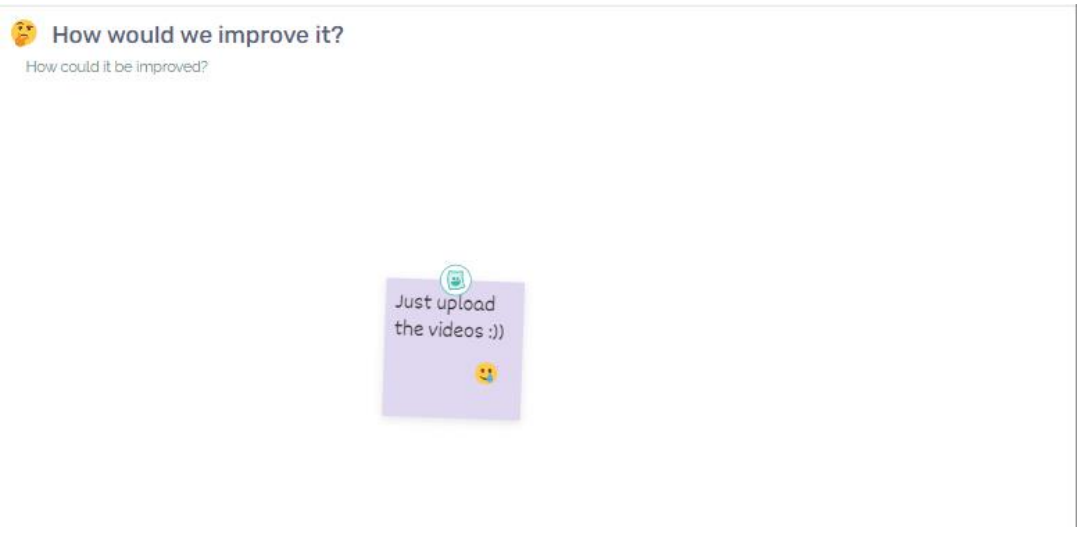
This again is an example of the good working environment that we have and our effectiveness as a team.

What could we improve.



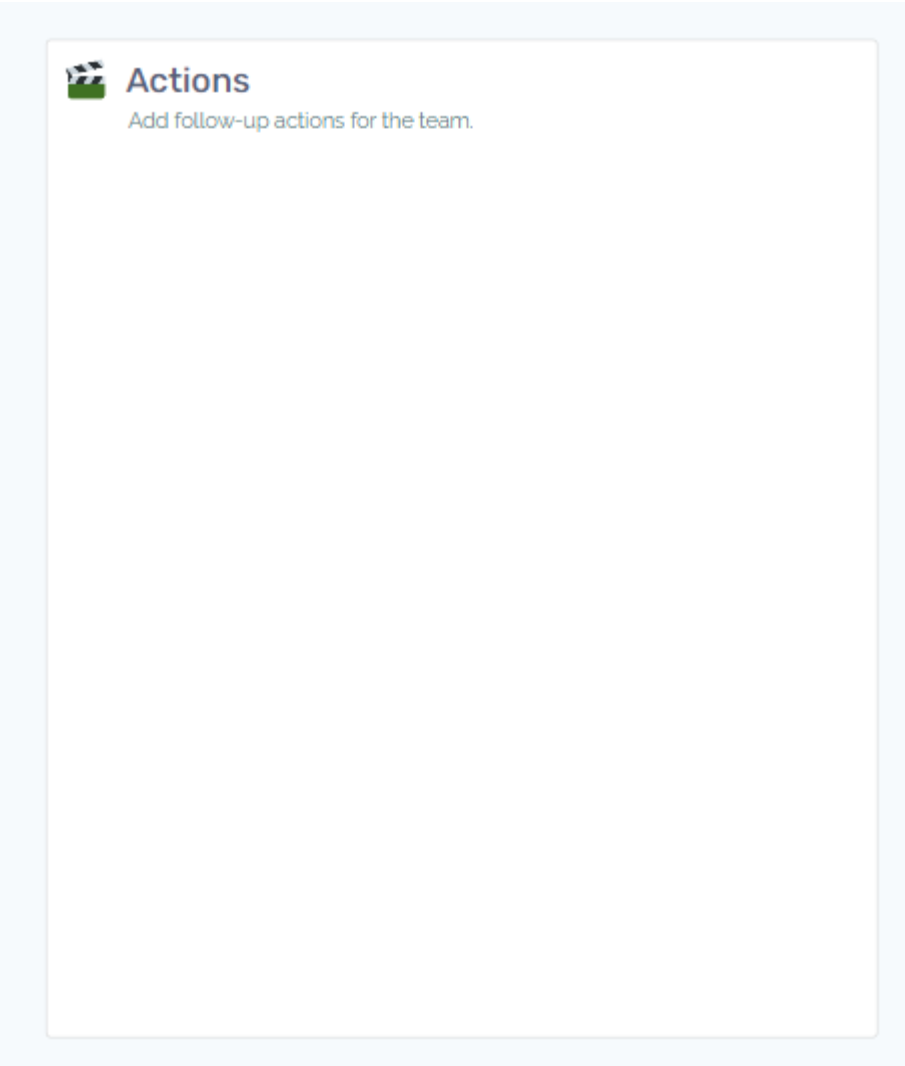
Here we can see similar jokes. The only useful item is the one talking about the team having to upload the graphic material they have to the cloud so that we can work on the making off video. Since we were busy developing the different aspects of the game some of us forgot to upload it.

How would we improve it



There is only one item describing a basic solution. Just uploading the videos to the cloud.

Actions



Since it was our last sprint, we did not add any actions to implement on the following sprints. However, even if it would not the last one, I am not sure if we would have added any item in this section.

General reflection on Scrum

The adoption of Scrum in our project revealed several key benefits and challenges, providing valuable insights into its practical application. From the outset, Scrum ceremonies such as daily stand-ups, sprint planning, reviews, and retrospectives played a crucial role in structuring our work and ensuring continuous progress.

One of the standout features was the daily stand-up meetings. These brief, focused sessions not only kept everyone aligned but also fostered a strong sense of accountability and teamwork. Each team member had the opportunity to share their progress, voice concerns, and adjust plans in real-time, which significantly enhanced our ability to adapt and respond to emerging challenges.

The sprint planning sessions allowed us to break down the project into manageable tasks and set realistic goals. This iterative approach helped maintain a steady workflow and avoided the pitfalls of last-minute rushes. By clearly defining our sprint goals and priorities, we could focus our efforts on delivering incremental value, which helped foster engagement and satisfaction.

Backlog refinement and maintenance were essential in keeping our tasks organized and prioritized. Although we only had one official backlog refinement ceremony during the whole project, we were constantly updating it and giving feedback to the product owner to improve it.

Scrum's emphasis on transparency and communication also led to a positive team dynamic. Regular sprint reviews provided a platform to demonstrate our progress, gather feedback, and celebrate achievements, which boosted team morale and motivation. Retrospectives were equally valuable, offering a structured opportunity to reflect on what went well and identify areas for improvement. This continuous feedback loop was very important in our development as a team, helping us to refine our processes and enhance our collaboration over time.

However, Scrum also presented some challenges. Time estimation for tasks was often tricky, leading to occasional discrepancies between planned and actual progress. Despite these issues, the collaborative nature of Scrum meant that we could quickly address and resolve issues as they arose, minimizing their impact on the project.

Personal reflection of each team member.

Jaume:

I had some previous experience using Scrum on a couple of big projects, but none of those were like this one.

At the beginning of the project, I focused on teaching my teammates who had never used Scrum on the rhythm and expectations of each ceremony. I also did not have the opportunity to do daily dailies in any of my previous Scrum projects in my home university due to incompatibility with each other schedules, so I also made sure from the start that our team would do the maximum dailies possible.

I personally think that was the key to our success, keeping updated each day and having an excuse to go to the office or getting out of bed to do the daily really helped to settle a routine and a constant sense of team.

We also had the scope and vision very clear from the start. We worked hard for everyone to be on the same page as per commitment and vision of the final product since the beginning of the project.

Because of our clear understanding of our objective, we had an ordered backlog full of user stories that made the sprint plannings very light, fast, and effective.

This project has finally shown me the impact that the Scrum methodology can have. By being able to focus only on one project during the whole semester we were able, by adapting Scrum to our team capabilities and needs, to unveil all the strengths of this framework and achieve its full potential.

After realizing this project, I can finally understand why all the software companies that I know use it.

Ilka:

It was my first time working with Scrum. At the beginning, I had doubts about how I would find the methodology and whether it would take up more time than it would benefit. However, I quickly realized that the method offers many possibilities.

Thanks to the user stories in the backlog, we had a good overview of our tasks for the entire project right from the start. Because of our two-week sprints, we were able to spread the number of tasks well over the period of the European project semester. Even though this made it a bit stressful in between (always before the end of the sprint), it was a very good working and I can say that the end of a project has never been as relaxed as it is now with the Scrum methodology.

I also really enjoyed our daily dailies. On the one hand, we always had a fixed time each day when we started working, which gave us more structure, and on the other hand, we always knew what the others were working on. Especially since, unlike the others, I wasn't involved in the programming part, but took on the design topics, it was very helpful for me to know where we were in the project.

I also really liked the Jira tool because you always have a good overview of the tasks that have already been completed and those that still need to be done.

Our role allocation was very clear and Jaume and Victoria carried out their roles very well. The review, retro and sprint planning were well organized and we noticed at the end of each sprint that we had become an increasingly well-coordinated team.

Overall, I liked the Scrum method very much and I can well imagine working with the method in the future.

Klaas:

At the start of the semester, I was kind of pessimistic about the use of SCRUM. I had used it in a project a couple of years ago and didn't really feel the benefit of it back then. I now realize that that was because of the short duration and small size of the group. I started to really see the benefits early on because everyone always knew what to work on and how the project was progressing.

The thing that helped me the most with this was our daily dailies. We were really able to keep an overview of the progress of our project. Planning and reviews always ran smoothly, and we never really struggled with many things. The retrospectives were also very useful to smooth out the group dynamic. After the first two retros we never had any issues anymore having to do with the group aspect of our project. All in all I'm very happy about how the SCRUM process went in our project and I'm very excited to keep using it in future projects.

Victoria:

Working with the scrum framework was useful to keep the workload of our project clear and ordered. As product owner it was my responsibility to maintain the backlog and guide the team to meet the expectations of our stakeholders. I liked my role and feel like all team members supported me in my role.

Through my work experience, where we also use scrum, I could contribute with useful tips and best practices. The sprint board, being the single source of truth, gave us an overview on what needs to be done and who is responsible for certain tasks. However it was not always easy to keep it up to date, but eventually we saw the importance to it, especially when you are working in bigger teams.

The dailies we had at a fixed time every weekday were most important, because it made us not only know about the state of the project, but also connect as a team since we saw each other every day, even when working from home on some days. To summarize, I enjoyed working with scrum because every team member was also dedicated towards this project and that made it easy to follow the guidelines.

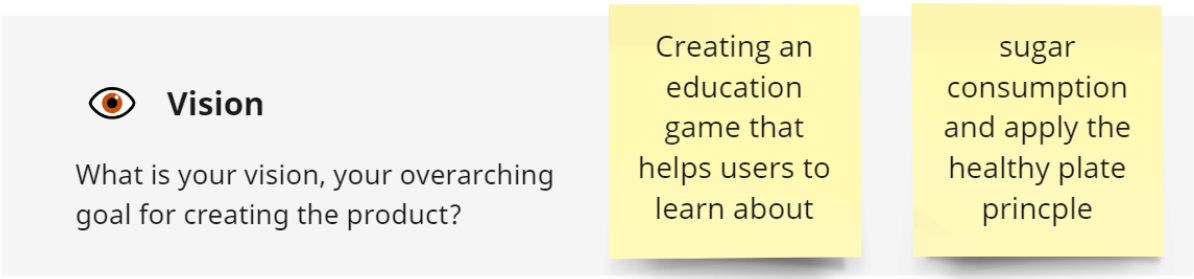
Ioana:

For me SCRUM has been useful for setting a clear path for myself within the project. Picking user stories, assigning tasks and defining acceptance criteria together with my team every two weeks within the sprint planning helped in lightening the load I felt at the beginning of the project, when I didn't even know where to start. Also, this way I knew what my teammates expected of me. However, estimating times was and is the trickiest part of SCRUM for me. Still, I was glad that I didn't have to do it alone.

Knowing what still needs to be done & who's working on what at all times through the JIRA board is a good way to keep focus. There were days where a daily didn't feel necessary, but we still did it anyway. It was most useful when we consulted on what tasks to do next or with what to help, but that was usually towards the end of the sprints.

I feel like reviewing each other's work should be a continuous process, in order to boost confidence & certainty in the code structure and overall quality level of the project. The retro's were fun to do especially since we also had inside jokes to go with the constructive criticism.

Vision and outcome



Our vision has been achieved. We have a game that educates player on the sugar consumption and the healthy plate principle.

If we take a look at the rest of categories, we can see that we had a very clear and defined vision for the project. The target group rested the same, people on their thirties with little or no experience with VR games working at a company that hired our client to teach them about healthy eating.

On the needs we can see that our product solves the two problems that we stated at the beginning. The lack of knowledge of a healthy diet by the general public has been proven on our user testing. We could also see that there was a strong unawareness on the level of sugar in everyday products.

As for the benefits we can see that the user is placed in a realistic supermarket, a place that they are familiar with, but they are also shown using the shock factor sugar quantities in sugar cubes. By tackling our project with this approach, we mix the familiarity of everyday shopping with the powerful tools that virtual reality offers.

We have also achieved all the items that were placed in the product section. We have created a realistic supermarket as well as a minigame area, where users can learn about the healthy plate principle by playing.

Finally, regarding the business goals, we are happy to share that our client really liked our product. She told us about how our project will help her in the future in her nutritional coaching sessions. This as well positions her ahead of the competitors, by having a distinctive service to offer.

Team’s velocity

In this graph we can see the velocity report. Although we can observe a progressive increase in speed, there are a few factors to consider. On the first sprint we used a different scale to estimate the user stories, which had lower estimation points. On the second sprint we can notice that the completed section is higher than the commitment. In this sprint we added a couple of important user stories just after starting the sprint, but as it was already started, they don’t compute for the commitment section.

On the third and fourth sprint there was a big user story (20 points) which was almost complete, but as a subtask was not fully done, it did not compute in the completed section.

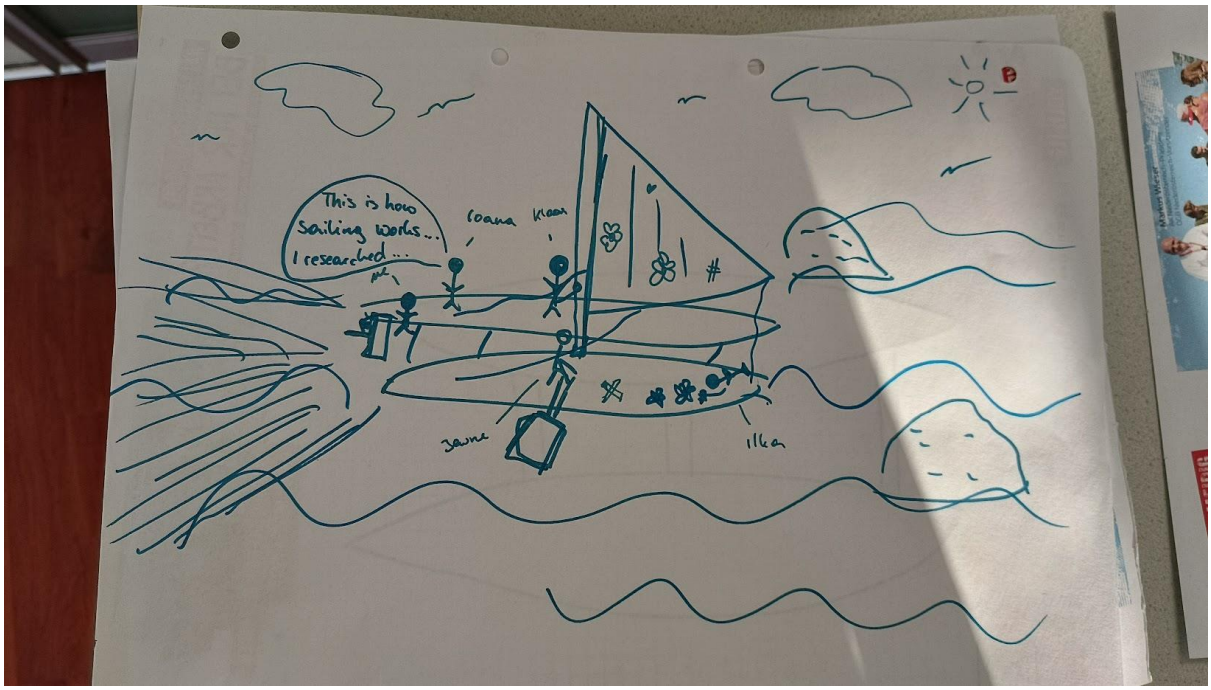
With all that being said, it is true that there is an increase in speed, which I attribute to the experience gained each sprint in Unity and the technologies used during the project.

Project coaching boat retrospective

On one of our project coaching sessions with Janja, she proposed us to do a retrospective by representing how the whole project was going so far by drawing a boat. In this boat we had to depict all the team members as a sailing crew, relating their roles in the boat to the one being carried during the project.

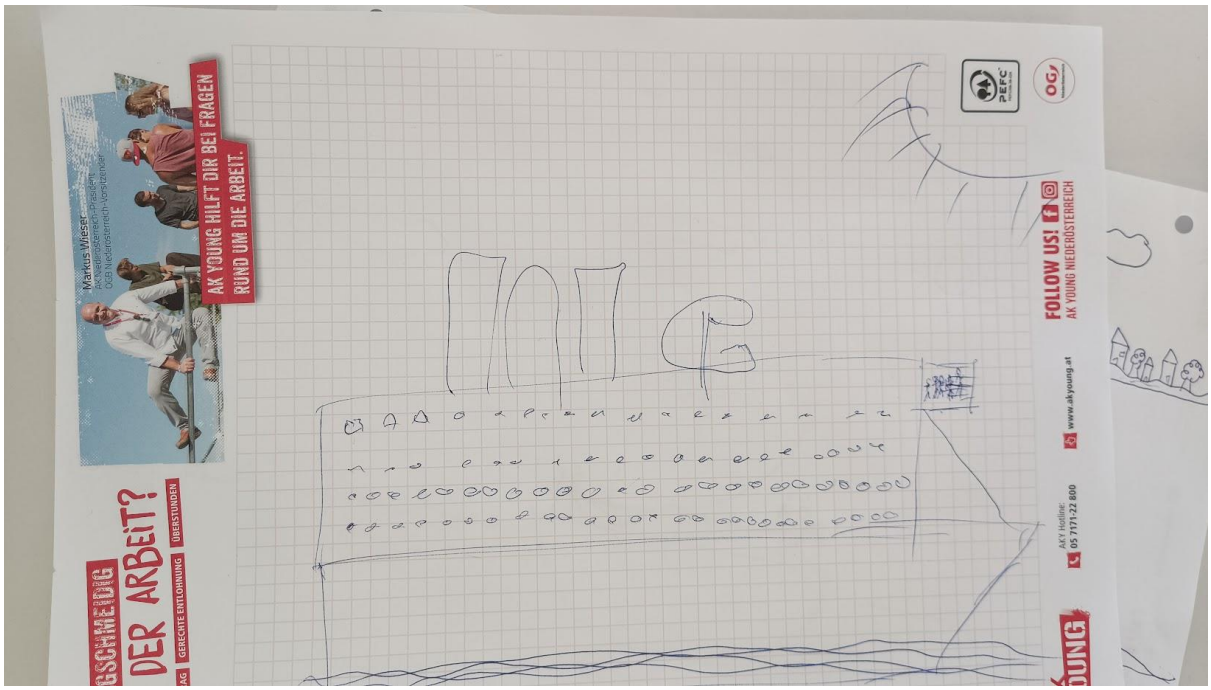
Here we can see all the different drawings:

Victoria



Ioana

Klaas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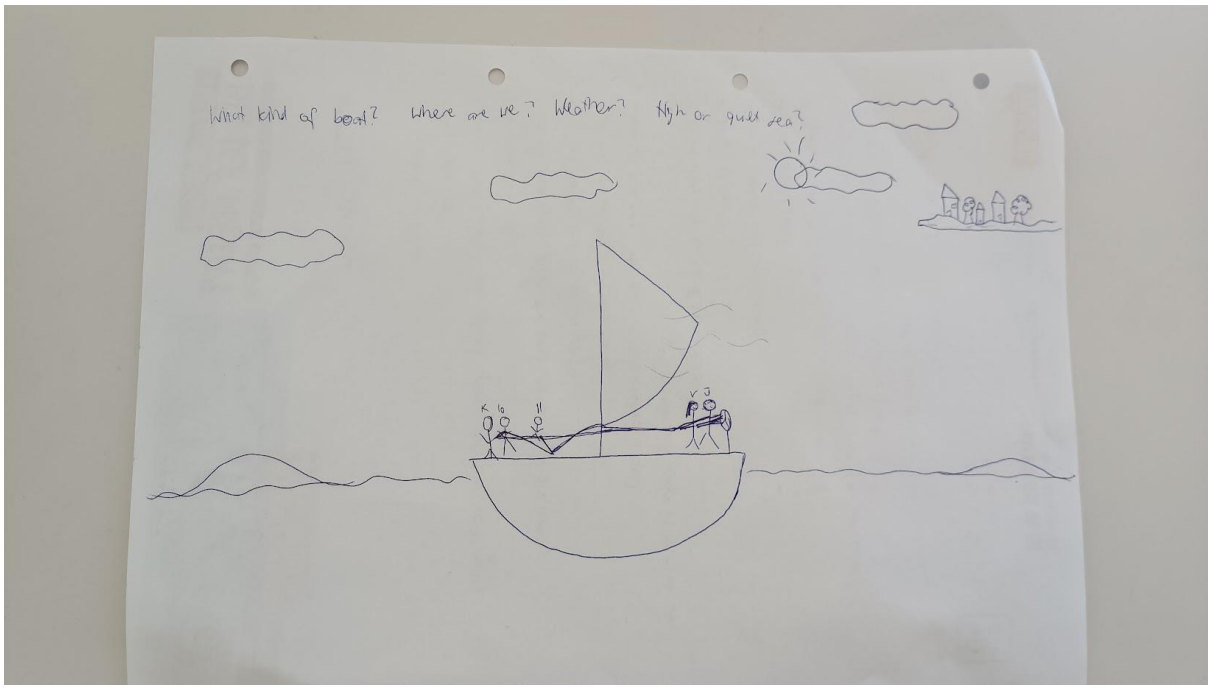
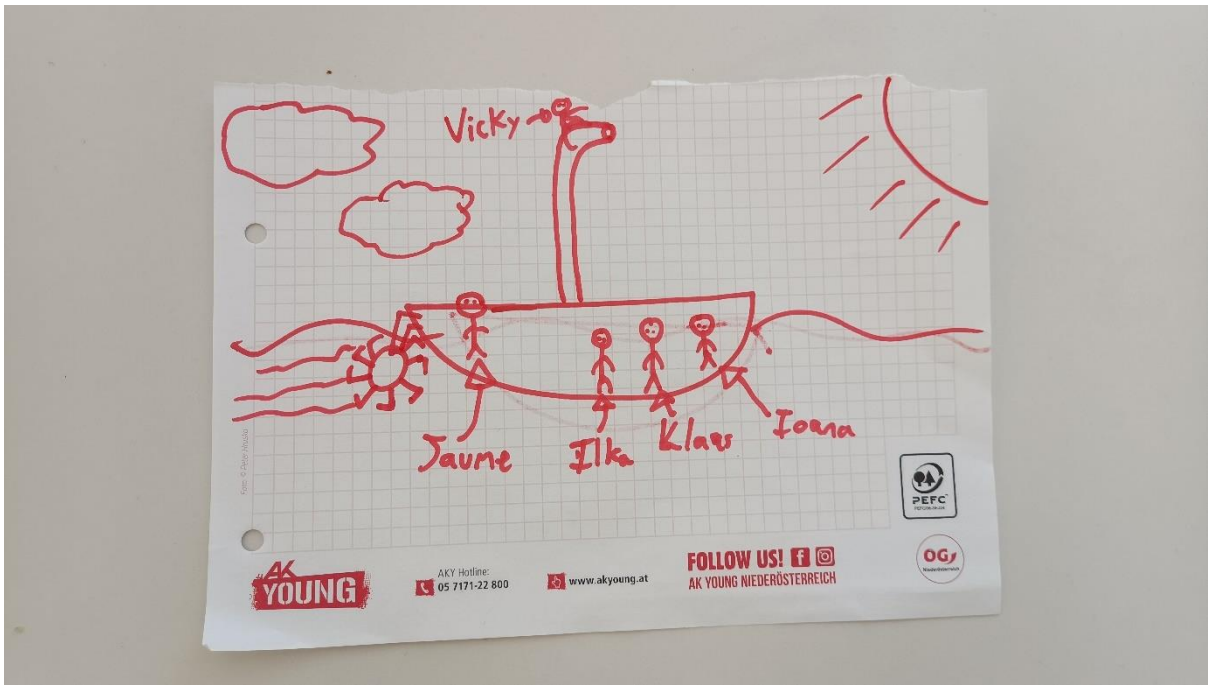
Ilka


What kind of boat? Where are we? Weather? High or quiet sea?

Jaume



In all these drawings we were all in the same boat, which was not that usual compared to other teams according to our project coach. We all as well had good things to say about the rest and all were having active roles in the boat.

This was a valuable exercise which the team valued on the sprint retro. It also opened my mind as a scrum master to try more creative approaches or formats of retrospectives. I felt that there was some feedback that would not have come out on a normal retro, like how the other members of the team see you.

Conclusions and lessons learnt

Concluding this project and with it our use of Scrum in it, I would like to end the diary with some conclusions.

- The dailies were the key factor of our success. Even though it may not be the only one, the impact they had on our project as well as on our feeling of being part of a team was undeniable.

- Having the backlog updated as well as a clear vision on the final objective makes the sprint planning ceremony very efficient and effective.

- As a scrum master and developer at the same time, by dedicating time to scrum master tasks, the project might advance more rapidly than if you mainly focused on the developer tasks.

- Having the same level of commitment and objective is also a key factor to consider. It is important to work on those aspects and reach a common agreement before starting to develop.

We all have seen the impact that Scrum can have on a project if correctly implemented. Thanks to the framework we have been able to work at a fast pace, as well as identified problems at an early stage during the retrospectives.