- What do I want to learn or understand better?

For my next project, I would like to know how to start it up from scratch, while using an agile work frame. We had many reasons why we had such a slow start, but one of them was certainly that we found it very difficult to get off the starting line with our stories. During the first week, how is it possible to create stories that are independent? You have zero lines of code, you don't even get a blank square when the program starts. Maybe you fix it by working more vertically. You work on a view and try to make it work in its specific environment, and don't care how it is connected. However classes that are mutual for the views and are still problematic. To get a faster start, I think it would be beneficial to create UML-diagrams and such, so that you know how everything will be connected, and thereafter create all the classes in the diagram and then start working on stories.

- How can I help someone else, or the entire team, to learn something new?

By being a bit more cooperative when it comes to coding in pairs. I am not that good at explaining what I am trying to do to my partner, so if I sit with a problem, I mostly sit and think a bit to myself. If i have an idea for a solution, I want to try it out before moving on to another one. In that process I get tied up in my head, and in combination with me being impatient, I do not want to explain to my partner before trying to implement. So if I could improve this to my next big project, that would do a lot to help my partner learn new things, but also myself, since it would create more of a discussion.

- What is my contribution towards the team's use of Scrum?

Overall during the project, I would say rather okay. I am terrible at listing concrete things, but I would say that I have done my part. Maybe I have entered the course with a little bit of prejudice against an agile framework. For me, it still feels a bit strained when writing stories and such. But I have given it a try, and I am glad I did, because it definitely has its upsides. So for my next project, I think I should try and embrace the agile way of working, and not be so reluctant to it.

- What is my contribution towards the team's deliveries?

Over the course of the project, I think I have contributed my fair share to the end product, in terms of user stories. I feel that I could have done even more, during some parts of the project, but not while also keeping myself to my assigned stories. However, one thing that definitely would help for the next project is to plan my working time better. Since you can work on the code pretty much whenever you want, I got in the habit of prioritizing it down quite a bit, focusing more on the other course. I still had enough time, but the code quality sometimes took the hit. So for the next project I think it would help to set specific times during the week where I should work on the project, and keep those free from anything else.