Individual reflection: Week 3

What do I want to learn or understand better?

This sprint the main focus has been to gain a greater understanding of how to make GUI's in React Native. I did a bit of research and I felt like I should focus on the component library React Native Paper. This turned out to be a bit tough to work with so I had to revise what library I should use and decided that React Native Navigation was a bit easier to understand. Unfortunately, the majority of the tutorials that were available were outdated, something I discovered too late and this ended up costing me a lot of time. But I managed to get everything up and running and as a result of my issues, I wrote a brief description for the team on how to install it properly were they to encounter the same mistake as me. I didn't learn anything about backend since we decided after the supervision that it would be easier and deliver more customer value if the information was to be stored locally on the device.

What I want to learn now is how to apply a nicer design to the navigation-components as we have decided upon a final design for the GUI. If I had the knowledge on how to adapt the components to our specification thee development process would go faster. Another thing I'm interested to learn is if it is possible to apply gradients to React Native and possibly how to create a global theme.

How I am going to learn all of this will be, just like previous weeks, watch tutorials, read articles and ask the team.

How can I help someone else, or the entire team, to learn something new? I created the document "Interesting links" which I mentioned last week and added the overall structure which would make it easier for the team to include their own additions. I added a link to a playlist and another member added another link but commented that they didn't know under which header to put it. So I plan to make it easier to insert links with more headers to put them under, in a more straight forward way.

As I mentioned above, I ran into a mismatch of versions in the software and the components I was using. It turned out that another team member was having this issue as well, so I included the fix for this issue in the "Interesting links" document. This will probably be useful for installing other libraries as well. I will keep documenting issues I run into.

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

I have helped create some user stories with corresponding tasks (sprint planning) as well as helped write out the team review. The sprint retrospective and the daily scrums are coming along much nicer now that we have gotten more used to it. I feel like I learned a lot from our first supervision and it made me change the way I thought about user stories. I will help the team create more user stories which focus on consumer-value.

Right now I feel like the only other contribution I can make is to try and make the meetings run as smoothly as possible and make sure all members get to speak. I felt better prepared for the meetings this sprint as I had condensed most of the work I had done in a few sentences instead of having to try and remember everything.

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What is my contribution towards the team's deliveries?

This sprint I developed a demo for the GUI with the basic views, template-image, working bottom navigation bar and basic colouring. I wasn't able to implement everything that I wanted partly because the scope would be way too big and partly because it would take too much time for me to learn the new component libraries. But since I couldn't show exactly what I wanted in a working prototype I also had a sketch to show what I meant.

Next sprint me and another team member will begin to merge what the team decided to be the most appealing parts of all prototypes/sketches, which is something I look forward to.