

Individual Reflection — Week 5

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What do I want to learn or understand better?

To follow up on last week's reflection, the team's Friday meeting was a lot shorter this week. It went from 6 hours to slightly below 4 hours. I believe this was partly because we, as a team, are more used to the routines of the meeting at this point but also because we had fewer discussion topics around choosing the next sprint's feature priorities and user stories. We also did not need to spend as much time and effort on the team reflection since not much had changed since last week. Regarding last week's thoughts, I am not sure what I learned from this since the meeting was naturally shorter and I did not really do anything to cause this improvement.

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

While working together with other members this week I have tried my best to explain what I am coding and why I am doing it a certain way so others can follow as well as possible. However, I do believe my explanations could be better. I need to not assume too much about what the person I explain to knows or understands already, and make sure to adjust my explanation to present what I am trying to say in the best way possible. For example, using more concrete examples in code instead of very abstractly explaining just through words. I also need to strive to explain in a way that is encouraging for the person listening. Part of this is to explain in a way that is not overwhelming and instead take the listener step by step in a clear way.

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

Like last week, along with the rest of the team, I have attended stand-up and supervision meetings, I have made sure the Scrum board is complete and kept up-to-date, reviewed and evaluated the acceptance criteria of this week's user stories, and made sure new user stories are set up for the next sprint with members assigned as well as possible. Now that we do not have many sprints left I also made sure to question the priority of some of our user stories and what value they would really provide in the short term. I believe this has worked well and I do not see much that I can change in my contribution that would provide a significant amount of value beyond this.

What is my contribution towards the team's deliveries?

This sprint I worked on creating UI for more advanced trash collection options together with one other team member. It went well and we finished the user story after about 10 hours and 45 minutes. Furthermore, I helped a different member with a couple of issues with regard to implementing their user story. In total, I ended up at almost exactly 11 and a half hours, which is the team's target time spent (excluding meetings and individual reflection). Since I

finished what I was assigned and made use of the time I had leftover I believe this sprint went well and do not see much I would like to change.