

## Individual reflection: Week 2

### What do I want to learn or understand better?

I want to learn more about GUI's and how to balance functionality and design, I feel like I have some rudimentary knowledge on the topic but it is far from up to date. The reason for this is that I will be working with it this sprint and I want to do a good job and not waste time on concepts that don't work for the user. I also want to learn how to apply the correct colours to it, so that it looks good without being annoying.

I also want to learn about how you connect the frontend of an application to its backend and how to set up a simple database where the input from the frontend will be stored. I want to do this too because I don't want to be limited to only knowing frontend-techniques, it will be beneficial in code-review as well as in general.

The solution to both of these is simple. I will have to do a fair bit of research, but more importantly, with respect to learning more about GUI's, I will try and focus on implementing what I have learned to practice. These "practice-sessions" will eventually result in me having developed one or more GUI's that I can show to the team.

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

This week I wrote a guide for the team on how to get the development environment up and running and I included a few sources I found interesting as well. I have checked with the team and a few seemed interested in the sort of document I wrote about in last weeks reflection, so I will create some kind of document containing the links and material I find useful or think might be useful to someone else. My initial thought right now is to section it off in headlines frontend-backend and then add smaller headlines like GUI where I will add the source and briefly explain what it contains.

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

I helped set up the initial scrum board which entailed a lot of discussions back and forth. I also feel like I helped move the meetings forward as it is very easy for us to stall and focus on specifics when we had limited time. At the same time though, it felt like some things were a bit rushed as a consequence and I don't want that. It makes for an uncomfortable meeting environment where people don't get the opportunity to speak up or discuss things. I feel like if we had an agenda written up before the meeting then everyone can read through it and maybe write down the major questions somewhere then it might run smoother. But on the other hand, we are at the beginning of a new project and I don't believe that anyone has done something like this so I think it will get better with practice.

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

As I mentioned previously, I set up a guide for getting the development environment up and running. This simplified the process for people as the document contained sep-by-step instructions. Another thing I realised was good to add to it was the errors and issues I ran in to and their respective solutions. Because that way, were anyone else to encounter them then they could always see if the solutions in the guide worked. Now, as we start to code in the next sprint, I feel like it will be even more important to share what I discover with the people that are working with the same user story as I am because that way the quality of our demo GUI's will be much higher than if everyone were to try and figure things out by themselves.