

## Sophias individual reflection: Week 5

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

This week I learned more about functionality and it was a bit easier because I could reuse some other functions from before and learned the syntax from there. I was also paired with another team member that has more knowledge about functionality and that made me learn a lot more. We also made a popup/modal window which had features of the functionality and that made it easier to see how it worked. I would like to understand more of the syntax and I will continue to watch tutorials so I will get used to some advanced notations.

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

I try to keep checking on how everyone feels about their task so no one will feel entirely confused about their assignment because it is always a bit confusing when learning something new. I think we are doing a really good job on adapting each user story for every person so it will be hard enough but still not too confusing for the team member to accomplish. I realised that the "size" of each user story depends on who should do the user story. I would like to do more work sessions but this week it has been less of that.

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

This week I have helped with writing User Stories and what kind of features we need to have a complete application. It has been a bit stressful because we just realised how much time we have left and how much features we need for our application. So we have tried to prioritize reasonably and right now it feels like the application will not reach its full potential. I would want more time so we can implement all features we wanted to but I do not know how to get that. Right now we just have to prioritize and eventually continue with the application after the course if finished, more for our own learning and interest.

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

I have teamed up with a team member and we created a modal/popup UI where it exists to register the following trash types: battery, cigarette butt, bag of trash, candy wrapper, and metal can. We used this to collect the different trash types so that it will be easy to register how much trash that has been collected by the user and that they will get rewards for what they have been collecting. I would like to see the complete application soon because we are getting closer and closer to our goal and it is very exciting! We will just continue to work on our user stories and hopefully we will see the finished product soon!