Individual reflection: Week 4

What do I want to learn or understand better?

This sprint we have worked more separately. The user stories were more suited to either single-person work or pairs. Now, this has brought a few interesting things into focus. I did pair-programming with another team member and this is something I'm aware of that I'm not very good at. I tend to become excited and rush when things are going well and this translates into me not explaining what I'm doing at the moment which in turn leads to me trying to choppily try to explain what I did.

So this is something I would like to get better at. Pair-programming, to take it slower and continuously explain what I'm doing or thinking. This will reward itself twofold; partly because whoever it is that I'm working with will be able to interrupt me if they know some better way and partly because simply explaining it will lead to a greater grasp of the problem/task. By explaining it to someone else you also have to explain it to yourself and not just follow an arbitrary "feeling" or guess. My team members are good at pair-programming so I will learn from them but I will also ask for feedback from who it is I'm working with if there is something I can improve upon.

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

I will keep doing what I have been doing previous sprints. Posting interesting links and commenting on them but also tell the membres in meetings of things I have learned if it is relevant to the question being discussed.

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

I don't feel like I did much to increase the contribution this week, I have been doing what I have explained in my previous reflections. Discussing and tweaking user stories so that they become more vertical and helping keep the meetings on track.

What is my contribution towards the team's deliveries?

This sprint was a lot of fun! Me and a team member were to merge our parts of the GUI, bottom navigation bar and different screens and produce the final look of the app (with the colour-scheme and such). It was a bit of a struggle to merge but we eventually worked through all the conflicts. Then we worked with trying to make it suit all different sizes of mobile devices, something I initially didn't think about at all. When we were done with this we found that another team member was done with the idle animation of our trash can so we implemented it in the GUI as well and lastly, we implemented the TrashRegistry, so now we have a working demo that delivers proper customer value! I want to keep this flow up for the coming sprints.