

Individual reflection: Week 4

What do I want to learn or understand better?

This sprint I have been creating a framework that should handle the achievements. When a button is pressed all the achievements acceptance-conditions should be checked to see if the user should be granted an achievement or not. The collected achievements should also be stored locally so that when the user opens the app all achievements don't have to be granted all over again.

This has been a step out of my comfort zone as I have very limited knowledge of javascript so I had to learn a lot. But that was also the reason I took the assignment as I want to keep learning new things and the team will benefit from that as well, with me not being tied to some specific kind of task.

Thankfully javascript isn't too different from other languages so it didn't take forever to get the hang of it. I am also new to working with JSON so I had to learn a lot about that too. So this sprint has been a lot about reading articles, watching youtube tutorials and writing, rewriting and refactoring my code as I learnt more and more. But eventually, I got stuck, so this leads me to what I want to learn in the future: I want to learn more about asynchronous functions. From what I have learned so far is that: you cannot get a value from it if you pass it to a synchronized function. This often leads to asynchronous functions spreading throughout the code as you want to be able to access the data from many points in the code.

I want to know if there is, either some convention on how one should go about it. Should you try and isolate the async functions, let it spread or something else? I also want to learn how to use a file as a module in React Native.

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

I will be readily available when someone has questions. But also, I want to be public about my own questions, as I have found that I learn from watching others help each other. So I want this for the team as well, for my questions and their answers to be accessible to the team. This might not relate to what they are doing, but they will have seen it and more importantly, there will be a record of the question and how it was solved. If I manage to solve it on my own I will post the solution.

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

The meetings are running very smooth now. This sprint review was actually completed within 4 hours, which is a first for us. This is a great accomplishment for us all as our usual sprint reviews run for 5 or 6 hours. Hopefully, my efforts to be more prepared and help push the meetings forward has made a difference! I'm going to watch a few tutorials about scrum again to see if there are some key aspects from them that I can bring to the team.

What is my contribution towards the team's deliveries?

This sprint, as mentioned above, I have started the development of a framework for achievements. The user story was expected to take 2 sprints so I feel like I'm more or less on track with the process.

A lot of the work I did this week got scrapped in favour of better options. The better options came about after I learned more, so it was a natural process. I investigated if it were possible

to implement the observer pattern in order to notify whenever an element of the page was pressed. But after spending a few hours trying to implement it, declared it a loss and started over.

So what I delivered this week was the framework for granting achievements when certain amounts of trash are collected. I have also created methods that stores it in the device's memory (local). This is all working and the only issue that needs to be fixed is that they are not displayed properly on the screen, so I will have to rework the achievement.js a bit! Next week I will create functions that check for user-level and one that checks for dates.