

- what do I want to learn or understand better?
- how can I help someone else, or the entire team, to learn something new?
- what is my contribution towards the team's application of scrum?
- what is my contribution towards the team's deliveries? That means that for the personal learning objective you will each week write down what you have achieved in relation to last week's ambition (technologies, concepts and skills learnt as well as how this was achieved), what you would like to achieve for the next week and how to make the change happen. The first week of the course you describe the current situation by motivating a learning objective. It is perfectly fine to change objective/s each week as long as you can motivate the change and you evaluate the outcome of the previous week (e.g. describing the current situation).

Reflection Week 5

This week I have been starting to implement a map view that is supposed to use a currently existing API. I think it is really good that we split up our groups into smaller groups, and that way we are able to 'slice the elephant' more efficiently, but miss the point of being nondependent.

What I want to learn and understand better is React's library redux, which handles all states in the application. It seems quite complex and hard to understand but with some good hours spent it won't be a problem.

My contributions towards SCRUM is that I try to keep the meetings short as possible by having some kind of agenda, and make sure that we do the discussing and NOT programming. Next week I'll try to ask people to take down their computers. Otherwise I just distribute my knowledges.

My contribution toward team deliveries have been the above mentioned I have tried to make some real programming done, but I only got the API to work, kinda. Next step will be to connect the PortCDM API with this API, which I hope won't be a problem since both of API's use the name of the ships as keys.

I will read more upon the code and try to make parrarells between react-redux and the current code base.