During this week I got a better understanding of MVVM, which was nice. But the team has not worked to fully implement it yet. I also learned how to create my own GUI-components and how to add them in Android Studio. This coming week I'd like to learn how to connect GUI-elements like buttons, to actually do what I want it to do. I can acquire that knowledge through youtube-tutorials, working together with a team member and taking on user stories with a functionality theme.

Much like last week I could help one of my team members with a GUI-story since I had learned a bit more the week earlier. When the GUI-team worked I could help with suggesting solutions to tasks/parts of stories and some of them turned out to be right.

This week I didn't do anything extra beyond our standard of working with stories, writing tasks, coding and keeping to the deadlines, meetings and reviews. I felt like the team had a better understanding of the SCRUM-practices although this week faced some difficulties due to schedule conflicts.

My contribution to the team deliveries were the text labels for the rating screen, support in fixing the numberpicker, comment box and movie title and cover which sits on top of the fragment. I worked together with Jenny, Eugene and Ida. We are basically the GUI-team. I plan on being as active and contributing as I have been the previous weeks.