

- what do I want to learn or understand better?

I want to understand better how to decide on a reasonable scope for a project like this. I have felt like it has been very hard to estimate how much work is needed to, say, implement a rating system that saves ratings to a database. This is because in the end we ended up not implemented all features that we wanted to implement due to time constraints. I think the way to achieve this is spending more time on estimating velocity of user stories, and also specifying user stories more precisely, which we at times were bad at.

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

Mostly the same as in my other reflections, it's about being available to suggest solutions, find useful documentation and making sure the rest of the group knows that they can ask for help. I think at this point that I've made that clear and it shows in that I've been able to help the others with issues that have come up.

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

My contribution towards the team's use of scrum has been expanding the documentation of our user stories, especially the ones I've been working on as those are the ones I have the best insight in. This has been in the form of making checklists of all the things that need to be implemented to complete them, as well as documenting bugs and issues that have arisen so that anyone in the team can know what the current problems are, and from there try and solve them easily. I have found that in many cases you might just be blinded by staring at the code for too long, and all you need is a fresh pair of eyes to take a look in order to solve a bug.

- what is my contribution towards the team's deliveries?

This week we have been trying to make the product feel finished, making all features that we have had time to implement feel ready for a release. As such, my work has mostly been fixing bugs in the app, testing many scenarios to find more bugs, and finally writing more comments in the code, as that has been a bit lacking in the previous weeks.