

I wanted to get a better understanding of Android Studios last week, and I feel like I have gotten that better understanding. From things like structures, how elements work and how to configure them. I did some research on how to connect GUI with functionality, but didn't have time this week to fully use that research in our project due to a low personal velocity this week. The coming week I hope to help finish the project and understand how all parts connect, because I have mostly worked with GUI and functionality, not so much the open data and likewise.

This week one of my team members and I helped each other by learning how scrolling elements work in Android Studio. This was something neither of us had any prior knowledge about but by digital resources and discussing solutions we found separately we could gain more knowledge.

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 feel like the team has a better understanding of the SCRUM-practices overall in this stage of the course. This week the team had a lot of schedule problems with members traveling and working extra much on the bachelor thesis.

My contribution to the team deliveries were to add GUI-elements to the "movie collection" fragment, things like searchbar, textlabels and constraints. I also helped with GUI-parts on the "series collection" fragment. Just like last week, I could work more and more independently as I have gained experience from Android Studios. Unfortunately, I couldn't attend the retrospective this week, but going forward I plan on being as active and contributing as I have been the previous weeks.