

# Individual reflections

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Group 4 in course DAT257

*(Note: I did unfortunately not know that I was supposed to follow the A->B documentation loop in the individual reflections until week 6)*

## Week 1

- what do I want to learn or understand better?

I would like to learn about the process of integrating a stakeholders ideas and wishes on a product/project. Furthermore would I like to get a better understanding of how different/some API's are used in applications. Creating phone applications is another previously untouched field of programming for me which I'm excited to dig into and learn. All of these are 'areas' I expect that we as a group will work with or need to handle at some point during the project, during that time I will hopefully have enough time to be taught or teach myself about the area.

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

I think that I will be able to assist some group members with the process of working iteratively, creating sprints and breaking down programming tasks etc. Other group members may possibly benefit from my previous design/ux experience. The probability easiest way of teaching someone something new regarding programming will be to program in pairs.

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

My key contribution this week to the team has been focusing on planning and scheduling meetings two weeks ahead.

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

I've contacted one external stakeholder regarding cooperation in this project.

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## Week 2

- what do I want to learn or understand better?

I'd love to learn more about HTTP requests and integration between for example apps and a web database. Further do I look forward to learning more about the Flutter framework and its accompanying programming language "Dart". Another feature I'd like to understand better is how to properly distribute the workload in a larger group (about the same size we currently are in).

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

I think my previous knowledge from HTTP requests may make that task in our project a little bit easier for everyone who's never worked with request handling. I've worked in a smaller agile team before, thus scaling it up to a larger team will be easier to do with my help, compared to how it would've been if no one had any experience with this.

- what is my contribution towards the team's use of Scrum?
  - Setup of scrum board in Trello
  - Contributed to the product backlog
  - Scheduling future meetings with the team and stakeholder/product owner
- what is my contribution towards the team's deliveries?
  - Wrote user stories
  - Contributed to the selection of framework and the explanation of it
  - Pre-testing of HTTP requests and possible future solutions for a smoother start after easter

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### Week 3

- what do I want to learn or understand better?

I'd love to learn more about HTTP requests and the integration between apps and a web database. Further do I look forward to learning more about the Flutter framework and its accompanying programming language "Dart". More specifically am I looking forward to teaching myself how to work with widgets in Flutter and how to create "Putters/setters" with http-requests.

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

In the upcoming sprint we will be facing the challenge of designing the interfaces for login and account registrations. I think that I will be helpful while designing these considering that I've worked with this before and have a big personal interest in UX.

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

- I've updated the Trello scrum board
    - Contributed to the progress of the last sprint and wrap up with the product owner
    - Scheduling future meetings with the team and stakeholder/product owner
  - what is my contribution towards the team's deliveries?
    - Assisted with mockup designing and testing
    - Assisted with planning of database architecture
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## Week 4

- what do I want to learn or understand better?

I'd love to learn more about HTTP requests and the integration between apps and a web database. Further do I look forward to learning more about the Flutter framework and its accompanying programming language "Dart". More specifically am I looking forward to learn how the observer pattern is applied in Flutter, thus being able to create "live" event updates in the app.

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

In the upcoming sprint we will face the challenge of designing the interfaces for tickets and the flow of upcoming events. I think my previous research in Flutter and its existing widgets might help the team get started with the sprint.

- what is my contribution towards the team's use of Scrum?
  - I've updated the Trello scrum board
  - Contributed to the progress of the last sprint
  - Scheduling future meetings with the team and stakeholder/product owner
- what is my contribution towards the team's deliveries?
  - Created the homepage of the app and implemented some logic to the app
  - Assisted with connecting the app to the web database's existing http-functions

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## Week 5

- what do I want to learn or understand better?

I'd like to get further knowledge/experience in using animations in apps. Recently we discovered Flare/Rive and to me it seems really interesting and I believe it has huge potential to take an app to the next level.

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

This week was my week to have the role as Scrum Master and I think that I'll maybe be able to help the next Scrum Master.

- what is my contribution towards the team's use of Scrum?
  - I've been assigned to role as Scrum Master this week and fulfilled tasks accordingly.
  - Contributed to the progress of the last sprint
  - Scheduling future meetings with the team and stakeholder/product owner
- what is my contribution towards the team's deliveries?
  - Implemented the possibility to load animations into the app
  - Assisted in design process of the event cards
  - Created logic for the event cards and wrote back-end for us to be able to extract url's from the Wix database

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## Week 6 *(Note: I did not know that I was supposed to follow the A->B documentation loop in the individual reflections until this week)*

- what do I want to learn or understand better?

(A) I currently feel much more comfortable in Flutter comparing to when we were just a week or two into this project. I'm familiar with so many features in Flutter that I think I could create an app by myself another time, which is promising. I've learned incredibly much during this project in such small period of time.

(B) We are now in week 6 and close to the ending of this project. I'd love to learn more about the process of deploying an app to Apple's App Store and Google's Play Store. This feels like the final touch and it's something I'm not yet comfortable with doing.

(A->B) I've started digging into the process of deploying an app but need to read more about and next week actually try it out with the group. There will surely be small obstacles we will gain knowledge from.

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

(A) Being the Scrum Master last week thought me some new things about the Scrum tool/workflow. And accompanying my new knowledge within Scrum there is some new knowledge in the field of UI, which is something I teach myself on my spare time.

(B) I believe I could help the next Scrum Masters to possibly plan future meeting or help them with coordinating the distribution of workflow on the last few tasks we have left regarding the graphical interface of the app.

(A->B) This could be accomplished by simply offering my help directly or indirectly and assist when the current Scrum Master asks for advice.

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

(A) I'm active in the meetings we have and always trying to help the team out with the planning of future sprints and documenting the old ones.

(B) I'd like to read up more about Scrum and possibly try out something new that we haven't tested out within the "Scrum tool" during the remaining time.

(A->B) Read up about techniques and processes within Scrum and propose the idea later to the team.

- what is my contribution towards the team's deliveries?
  - Partly designed the informative view of a selected event card
  - Wrote a few http-functions for collecting event data

- Made it possible to press on an event and open it as its own view
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## Week 7

- what do I want to learn or understand better?

(A) In addition to feeling comfortable with Dart and the framework Flutter, I'm now also a bit more secure with how the publishment of apps are handled. There are tons of rules for both App store and Play store that are important to follow before publishing an app.

(B) Since this was the last week of this course I'd like to learn even more about the process of publishing apps as a final touch.

(A->B) I look forward to actually publishing our app that we developed during these weeks to the different platforms. The next steps in succeeding with this is creating developer accounts on both App store and Play store, this so we can actually publish to their platform.

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

(A) I assisted my team with the preparation for the deployment of the app. Furthermore there has been opportunities for me to help other team members with some code debugging, which I've done.

(B) I believe I could help the others a bit with the knowledge I've obtained while reading about the different processes of app deployment. But I'd need to read up more about it myself.

(A->B) This could be accomplished by simply offering my help directly or indirectly and assist when someone asks about it.

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

(A) I'm active in the meetings we have and I'm always trying to help the team out with the planning of future sprints and documenting the old ones.

(B) As this week was the last in the project I've concluded that i'm satisfied with Scrum and its support to a team in an agile project.

(A->B) I will consider using Scrum in future agile projects.

- what is my contribution towards the team's deliveries?
  - Created a logout page in the app
  - Contributed to the writing of the final report