Week 1

1. **What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?**
   I want to learn more about how the different roles work such as e.g. scrum master and how they improve teamwork. I also want to dive into the different api:s we will use in this project.

2. **What is my contribution towards the team's deliveries? How can I help my team do better next sprint?**
   What I did this week was to implement the search bar graphically and create empty body event listeners to be able to handle user input.

3. **Changes/improvements from last week's reflection?**
   Nothing here this week as this is the first sprint week.

Week 2

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?
I still want to understand more about specifically the scrum master role since it's my turn soon in week 4 and I want to make sure that I can help my team as much as I can. Since we use quite a large API there's still much more to understand so that is still something I want to dive into a bit more.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?
I did some small fixes on the search bar and looked at the API that other team members added since my next step is to try and implement place autocomplete when using the search bar. What I can do to help my team do better next sprint is communicating my advancements more so that my team members are more aware of my progress and can plan more efficiently.

Changes/improvements from last week's reflection?
I understood more about the role of the stakeholder and also how to write better sized user stories that can be completed in a sprint. I'm also starting to get a hang of Android studio.

Week 3

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?
I want to learn how to organize our team better, and by that I mean more planning ahead and more check-ins during the week to make sure everybody feels comfortable.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?
I implemented the Place Autocomplete on the search bar and by that changed the concept of the search bar a little bit since you no longer type text directly into the bar itself. Next sprint I am the scrum master so my main thing is to make sure that everybody has something to do and to make sure that everybody progresses on their tasks.

Changes/improvements from last week's reflection?
I learnt how to write better user stories and by that I mean not using "as a user" and instead painting the person using a feature and why they want it.

Week 4

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?
I want to learn more how to estimate the time to complete a user story so it's easier to make perfect sized user stories that can be completed during a week.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?
I implemented the function to get the nearest recycle stations from the location which was typed into the search bar. I also added a marker icon to the search bar that you can press and set the location in the search bar to the current position. I also in the role of scrum master asked my team what they were working on or if they needed something to work on to make sure we maximized the sprint. My way of helping the team in the next sprint is by communicating what I learned as a scrum master and also by telling everybody what I'm working on instead of telling after I have been asked.

Changes/improvements from last week's reflection?

I noticed that we as a team were more aware of what was going on since our added communication about tasks we were working on and that we now have a easier time delegation work to all members, as we before have struggled to find tasks for everybody since only some could work on the backend, and since our backend was a very important part of the whole application both graphically and functionally, there was understandably a little standstill for some members.