

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 APIs 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.