

-what do I want to learn or understand better?

This sprint I have learned how to use the Google Maps API from a developer perspective. As well as how the database works with firebase.

This coming sprint i intend to learn more about the database as well as how to code for it.

To do this I'm going to take user stories related to the database.

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

Just like previous week, I've been able to help my teammates with coding in android and making UI's, which is not what I intended to help with but happy to help nonetheless. I did not help as much with database-application communication as I wanted to since I chose to take user story unrelated to the database.

This coming sprint I want to help my team learn more about UI and UX since I would say that the application lacks great UI/UX.

I want to do this by coding along with my teammates aswell as offering to help. To be able to provide quality assistance I want to research design decisions in apps resembling ours to learn new and interesting ways to implement UI and UX.

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

I got to provide much help in revising the user stories and provided plenty of knowledge and experience to the table since my last project put great emphasis on user stories.

This coming week I will make sure to always do my daily scrums and show up to every meeting to continuously provide to the team's use of Scrum.

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

Together with Mathias we completed the user story about creating detailed views for the spots. While not perhaps the most beautiful design ever, it fills its purpose and works really good.

This week I want to continue completing user stories to progress with the application.

I will take a user story/stories with more effort this week since I believe I could do more than what I did this past week. But must make sure not to take more work than I can handle.