

Individual reflections sprint 5

1. What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

We have reached the final sprint of the project. I wish to learn how to wrap up the project and what needs to be done in order to finish the product for release. We will also make some final decisions regarding interface and other visuals.

2. What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

Together with Harry, I developed the music player that allows the user to listen to soothing and energizing music. We (the group) decided that an audio player would be a nice addition to the application, as mental training is an important complement to physical exercise. This feature could also be extended with breathing exercises, guided meditations etc.

When the audio player was working, we put a lot of effort into the visuals of the audio player. We gave the music player an interface that was slim and only contained the necessary buttons. This gave more space to the images of the music, that was made with the help of AI tools. When this was done, we also reworked the UI of the run tracker.

Next week, the last sprint, I want to help the team with the finishing touches of the project. Teamwork is more important than ever since these final decisions cannot be undone. I have good faith in my team and that we will release a good product.

3. Changes/improvements from last week's reflection?

I learned a lot about what features that can actually be achieved with Flutter and Dart. The audio player was quite easy to implement when we got the gist of it, and it worked really well. It also turns out that I have become quite familiar with the environment and feel confident when developing, although Harry is the more experienced Dart programmer and did the majority of the actual programming.