

individual reflection sprint 3 - Carl Odqvist

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

I would like to work more with animations and other more complex frontend functionality in Flutter. I would also like to be the product owner some week moving forward in order to try out the different roles. I would also like to continue to build new functionality upon the work of this week.

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

I have implemented the feature for recommending days and hours the upcoming week when the weather will be good. It will order all hours the upcoming seven days and rank them according to temperature, windspeed, precipitation and weather type (this part can be extended and made customizable in the future). It will group hours with other hours with a similar score and then display the best three time intervals (groups of hours) to exercise. To accomplish this functionality I was forced to refactor old code to make it more dynamic (extendable to more functionality) to avoid large amounts of code duplication. In the beginning of next week I will listen to all members in the group, trying to find the most urgent problems. Another improvement next week will be to try to start solving small problems when I get stuck and my progress depends on someone else finishing his part. By having smaller problems at hand I will be able to use time more efficiently.

Refactoring

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

I have worked more with the frontend and I now have a better understanding of the structure of flutter. More specifically how to position the widget in the wanted location and refactor it in a readable way as well as the styling functionality which differs greatly from what I am used to with CSS. This week I have tried out to be a normal developer in the agile team and it has put me in the position to focus more on features but also to learn from the product owner and the scrum master how their actions are received by the developers.