

LV2: What I want to learn or understand better?

I want to learn more about user stories specifically and how to break them down into tasks by doing good effort estimations, and more specifically I'm curious about how to think about "gathering resources" which was a problem during the minetest exercise in terms of materials, but in the project will be in the form of learning about for example databases again when something is missing in our knowledge required to implement them in the website. I also want to learn about the best way to cooperate and distribute tasks in a team, should the one who's best always do that task or should we focus more on learning as well with potential time loss initially? Cooperation will be interesting to learn both regarding Scrum and code, how to go through the process from an epic down to pieces of code, testing and implementing, and after that evaluation to develop.

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

I can help the team with the formulation of user stories, effort estimation and definition of done by own experience from earlier group projects and extensive writing in different forms. This can contribute to better planning over the week as well as help the team to do this better over the course of the course.

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

I contributed during our meetings to set clearer goals and plans for the week and the upcoming week, at least clarifying and releasing some stress for myself. The group and I distributed tasks in a way so that everything was done before deadline without stress in the end and with an alright result.

What my contribution is towards the team's deliveries?

I contributed with primarily ideas to the mockup and just some design because I had not used it before so that went slowly, but I at least learned some of it. I also did most of the business model canvas, concretizing our value proposition and scope in a visible way. Above this, I went to all the lectures and tried to absorb as much as possible and reflected on how to implement it in our project. Last but not least I spent some hours getting to know git, Visual studio code and git desktop and how they relate to each other in a project to make the working process smoother later on, not hindered by these "administrative" aspects.