

What do I want to learn or understand better?

Just as the previous sprints i want to improve my knowledge of how to work in a Scrum team and also improve my understanding of Unity and C#.

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

I try to be active in group discussions and i am willing to partake in any assignment.

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

I partake in the creation of user story and come up with new ones.

What is my contribution towards the team's deliveries?

I am working together with Nicklas Wasenius and we try hard to keep the deadlines and make sure our user story is properly delivered.