what do I want to learn or understand better?
This week im starting to feel like i understand unity better. Together with Nicklas i create a life count and we started an escape menu that is almost finished. I want to continue improving my C# skills and unity.

how can I help someone else, or the entire team, to learn something new?
Right now im mostly working with Nicklas and the rest of the team seems to be better than me at c# and unity so i don't think i can help much there. I try to help out in creating the user stories.

what is my contribution towards the team's use of Scrum?
I fill in my velocity and well beings for the KPI and try to participate actively in the meeting.

what is my contribution towards the team's deliveries?
By checking in how it's going for the others and see if i can help by taking some of the assignments