

What do I want to learn or understand better?

I want to learn more about c#. Also want to learn more about how Unity works in general

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

I am working together with Nicklas on movements. I try to communicate with him how we can work as most efficiently as possible and help him out.

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

I will make sure my user story is delivered on time and that it follows the definition.

What is my contribution towards the team's deliveries?

Me and Nicklas will do our best to deliver our 2 user storys