Week 5 — Max Norén

- What do I want ot learn or understand better?
  - How to better manage and keep the scrum board updated and informative. Sometimes user stories lack enough information to be easy to follow their progression or objectives which are solved orally instead of specified and determined in the user stories and related tasks by updating them.
  - Better reflect on what parts of work might be redundant and where it might be needed more. For example, currently we have a plethora of communication channels and we might need to reflect what and where information should be stored for easy access. Where might it provide better information or better discussion?
  - Be more clear when providing other team members with objectives. Making sure the tasks I provide and user stories I write are clear. Either to make sure that the one I'm working with feel productive themselves rather than confused and when it comes to user stories making sure they are clear enough so not to require revisions later.
- How can I help someone else, or the entire team, to learn something new?
  - Creating user stories which might require negotiations with the product owner.
  - Seeing how I might work with the scrum master in terms of overseeing the sprint.
  - Be more aware of enforcing code standards and documentation to make more cohesive code.
  - Help other's to integrate their functions in the main code both in terms of style, inputs, outputs and categorization. In which file such a function might belong logically as the similar functions like display output are collected in one file.
- What is my contribution towards the team's use of Scrum?
  - Continue to reflect and presenting to the team potential improvements in definition of done and based on our KPIs adjust our workload based on current progression. For this week it was possible to complete more work than initially determined at the beginning of the week. Also we need to improve our definition of done in aspects of documentation and code standards.
  - As the product owner engaging in the work of all team members and reflecting upon the perceived value and quality of our work. For example specifying requirements of other working groups to increase costumer value. Comparing carbon equivalence for just

cars might be nice but would be much nicer if I could compare it to all transport alternatives, how many sandwiches can I save by biking instead of taking public transport?

- Finding improvements that are not specified in user stories but which will be added as a later user story in order to increase value for the costumers, like we had a user story to simply display data but we also might consider in what format. 120 minutes is harder to understand than 2 hours.

- What is my contribution towards the team's deliveries?
  - Seeing as my task, and one other team member, this week was to integrate last week's work into our main code and improve its structure as well as my role as product owner meant I tried to keep track of everyone else's work. Helping other members how they might integrate their code in the main code, making suggestions of structure, functionality and integration. This helped create more clear objectives that makes the code quality as a whole more cohesive and comprehensible and in general all our separate task was integrated quite nicely in the end through all this collaboration and observations.
    - Help integrating other teams functions in the main code
    - Create clear objectives for other team groups