

Week 6 — Max Norén

- What do I want to learn or understand better?
 - Making better effort estimation and making them more individually weighted. For example while a task might be a 3 in effort in general if given to the right person that might only need 2 effort points. Taking that into account and adjust effort estimations for specific user stories as needed.
 - How to keep or get the team engaged in a task or question. How to encourage conversation and opinions rather than silence and "no opinion" situations.
- How can I help someone else, or the entire team, to learn something new?
 - Be sure to empathize what user stories and tasks need to be completed in order to have good MVP for our next and final week. Remind and help the team make decisions that are possible for us to complete and create maximum end user value.
 - Encourage people to look and approve pull requests to further their experience of Git, completion criteria and understanding other's contribution for the team.
- What is my contribution towards the team's use of Scrum?
 - Continue to engage myself as the product owner in the work of the entire team and created pull requests, making sure that they meet standards and objectives of the user story in order to be approved.
 - Help and be part of our new working methodology which has improved the flow of our scrum board. Working more quickly in small tasks.
 - Help organize and assign new tasks to myself and others as work is being completed while still having enough resources to complete other user stories.
 - Keep focus on value and creating and shaping user stories to fill those needs and requirements. Designing the end product to be more intuitive and nice to use, both esthetically and functionally.
- What is my contribution towards the team's deliveries?
 - Continue to keep track of other's work and be sure to review pull request and responding with improvement both technical and in terms of value. Encouraging the team to make decisions on approving or changing pull requests which is tied to our team's deliveries.
 - Implementing a design for our startup interface and including design details to increase intuitive feel like making interface elements react to the mouse to make it more intuitive than those

elements are in fact interactive.

- Cooperating with other team member to continue work on new user stories in the sprint backlog as we have completed others.
- Contributing in creating explanation cards as you hover over elements in the output table to make it more clear for someone who wants to understand the labels better. Providing the functionality without making the website more cluttered.