

Week 3 — Max Norén

- What do I want to learn or understand better?
 - Be able to divide user stories into more effective tasks. Making them manageable and clear to make them easy to work with right away rather than getting stuck on their feasibility and definitions. Yet hopefully challenging enough to be educative and engaging.
 - Better understand how to divide work amongst the team members to improve productivity. Both understanding my own skills and role in the team but also the abilities and skills of my team members. Making sure everyone has an engaging task at hand.
- How can I help someone else, or the entire team, to learn something new?
 - Take initiative and try to define clear objectives for my team in both general goals and tasks to get started rather than getting stuck on definitions.
 - Try to use my previous knowledge of both programming in web development but also programming in general to structure our work effectively and help
 - Use my knowledge in programming to help those less familiar with programming. Help in matters of structure, language, documentation etc.
- What is my contribution towards the team's use of Scrum?
 - Helping create useful user stories especially in the brainstorming part of trying to define useful stories that can then be further developed and described.
 - Encouraging my team to start with effort estimation and completing at least one user story in order to start the agile process. Iteratively learning, reflecting and producing.
- What is my contribution towards the team's deliveries?
 - Defining clear user stories and broken them down into manageable tasks.
 - Completing a few initial more challenging tasks. Firstly it provides a good starting point for our first user story delivery. Secondly it acts as a good blueprint for those less familiar with php and html to learn some basics and try building upon my initial syntax. It allows them to iterate and manipulate it on their own and start learning.
 - Pushing the team to take initiative and start work on vital objectives such as user story deliveries and effort estimations rather than postponing them for later. Pressing the need to start iterating and creating some rough experience rather than trying to

create perfection which later will probably be changed anyways.
Thus making it possible for us to start learning and iterating upon
the agile process.