

What do I want to learn or understand better?

This week I have tried to learn how to make the website more user friendly for phone users. It has not been easy and I feel like there is a lot to learn here. I have learned that there is something called “mobile first design”, where the website/app is first designed for smaller screens, as it has more restrictions, and then expand the work to larger screens. This would probably have made our work a bit easier if we were familiar and had experience with mobile first design, but we have still managed to learn some methods for making the UX for phones slightly better.

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

By sharing problems we have encountered with our respective tasks we can learn much from each other as we help each other. If I know the solution to a problem I will try to help my team advance with the problem.

What is my contribution towards the team's application of scrum?

My contribution has been similar to the previous sprints. I attended the supervision, went through our finished user stories and wrote new user stories.

What is my contribution towards the team's deliveries?

I have worked on making the website more user friendly for phone users. We made some slight improvements, but we quickly noticed that we should have waited with this implementation until the website was mostly done, as everyone is working on different things and frequently pushing things to the repository which makes us have to change the code. We have also implemented a hamburger-menu that is suitable for phones and that also shows up when the window is shrunk.