* what do I want to learn or understand better?

As I have begun working on a new login component I have finally now more than ever before begun to understand how to assign looks to things in css. This was one of the largest breakthroughs for me during this project as I now understand more than just javascript.

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

I can share my knowledge during meetings and in the form of commented code as well as assist whenever somebody needs my help.

* what is my contribution towards the team’s use of Scrum?

I have tried to make sure that when a sprint is finished there is something real to show for my efforts that has value to the customer.

* what is my contribution towards the team’s deliveries?

My job this week was supposed to be improving the graph. Making it possible to toggle whether or not to display it and make it so that there is no longer a large empty square taking up space before it has received any data to display. My attempts at writing a function that could display the graph under certain conditions ended up futile as another team member found a tool that could handle the task and animate it nicely. I then decided to look into a userstory that has been discussed but not actually chosen as one because I had little better to do at this point. I began working on a login and signup component. It took multiple attempts to find a guide that wasn’t problematic and I still have very little functional code to show for my efforts.