

Individual reflection 3

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

As a team, we have invested effort into transitioning from a command-line interface to a graphical user interface, and we are pleased with the progress made thus far. However, I am want to learn more about effectively implementing and utilizing the Model-View-Controller (MVC) design pattern. Currently, the codebase appears to lack a cohesive structure, with no single class assuming a singular responsibility. So I also want to learn and apply appropriate design principles and patterns to achieve a more cohesive and organized codebase.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

I have contributed with the conversion from command-line interface to graphical user interface. Especially I have created the view which one chooses if they want to create a flashcard quiz or a multichoice quiz, but also the tag page. The tag page is the page where, after you have created the quiz, you can attach tags to it, which makes it easier to find it when searching for it, or looking for other people quizzes that has that tag. I could help my team doing better, by communicating even more, because I got a lot of good ideas from my teammates whenever I told about my issues. And by them also communicating, we can give each other good ideas on how to solve issues.

Changes/improvements from last week's reflection?

The improvements we have made is really good from both the perspective of the product, but also how we as a team has managed to work more efficiently. We now also have daily communication, which makes it easier to follow and help each other out with issues. I feel like the collaboration within the team has gotten better.