

Individual Reflection 3

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The third sprint was great. We got a lot of tasks done and the move to a GUI made annoying merge conflicts a lot less frequent. I felt that it was easier to work with multiple people since the merge conflicts didn't feel like I would remove someone else's work. At the end of last week we decided to rotate the scrum master role, so this week I got a feel for what it is like to be a scrum master. I didn't feel like it was too hard but sometimes it could be somewhat difficult to keep a meeting going; by getting others to tell about their experiences over the sprint. I always want to get the perspective from everyone on what was good, bad and what we could improve in the next sprint. I want to find better ways as a scrum master to get a clearer understanding on how everything is going, what people actually feel about the process so that we can change something if needed.

This sprint I tried to complete many tasks while not being stressed getting my tasks finished and with that I had more time helping others. Giving my input to other developers' problems and in general discussing possible solutions felt very rewarding since I got more insight into others' work. This allows not only me to help them but also how I can learn from their solutions and their struggles. I believe this is one of the ways I can improve as a developer.