

- **What do I want to learn or understand better?**

I want to create a better workflow for creating and importing sprites for our game and spend less time on trivial problems. I also want to get a better understanding of how we have built up the game logic and implementation of tiles.

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

If anyone has questions about sprites and general orientation of the tilemap I could help out.

- **What is my contribution towards the team's use of Scrum?**

I have completed the tasks I took on during our first sprint, but it took longer than expected so I never had the chance to contribute with code. This is something I want to balance out for the upcoming sprints.

- **What is my contribution towards the team's deliveries?**

I've mainly focused on sprites and hopefully my work will help the team deliver a visually aesthetic game. I finished 8 different tiles and have a few more in the progress stage.