

What do I want to learn or understand better?

I think I can improve upon knowing when to let go of an idea that is not worth the effort, I can often get fixated on approaching a problem in a certain manner that I (sometimes arbitrarily) deem to be “correct”, but this can often lead to unnecessary amounts of effort compared to doubling back and trying a different approach.

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

We’ve been doing more pair/cooperative programming lately which can be very helpful, not only for writing code but also understanding already written code. It gives a valuable second opinion on matters where different approaches can be useful.

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

Helped refine the user-story writing process slightly, and continued to use our JIRA kanban board, although I have worked a little bit outside of our sprint scope.

What is my contribution towards the team’s deliveries?

I continue to deliver on my backlog issues, although this week was mostly spent trying to fix the roads, which involved a lot of messing around with Unity. I’ve created game-object prefabs and base classes for various cells. I’ve restructured some existing code to be more easily usable.