WEEK 36:

The feeling so far is good, we have a social contract ind three KPI's.

We have decided to try out UNITY to create a game, since I have not used it previously my main learning objective is to understand and use the UNITY tool. My plan is to use the included tutorial and look online for good tutorials. Other objectives are to understand and learn to apply Scrum to our project. I will learn this by attending to lectures.

I can help by sharing the knowledge I have gained when trying to learn UNITY, hopefully we can learn it together, and members that already knows how to use UNITY can help others. We can create a plan together so that everyone gets a basic knowledge.

The feeling in the group is good, everyone is friendly, and the social contract creates a good group dynamic.

WEEK 37:

What do I want to learn or understand better?

Currently I have just started to understand Scrum and the project structure that we are supposed to use, also we have created a Scrum board using Jira. Now I want to develop my understanding and knowledge so that the group can achieve a good Scrum structure using Jira and the Scrum board. The plan to get there is to experiment with the Jira tool to learn and understand it. Also, to read a bit more about the Scrum board and its different sections.

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

I can share my knowledge and understanding of the scrum board and the Jira tool. Since we have decided to create a game using the Unity tool, I can also help others to create a project and to get starting in Unity.

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

This week my contributions has been to fill our KPIs and starting to learn the Scrum board. Now I want to start using the board and fill it with current objectives. Hopefully, we will start this process in the beginning of next week by having a group meeting and start to develop tasks for each member.

What is my contribution towards the team's deliveries?

Currently I am learning to code and create a game using Unity, I want to continue to learn this tool but also, I want to start the creation of our game. My goal is to learn Unity at the same time as I contribute to our game and project. My plan to get there is to spend time more time with Unity before out group meeting next week. After our meeting I want get started with my first task for out game.

<u>**WEEK 38:**</u>

What do I want to learn or understand better?

I still feel like I need to understand Scrum better, specially how use the correct format for Epics and User Stories. I also feel that I need to learn Jira and our Scrum board better, this is important for our KPIs. The plan to get there is to experiment with Jira. We will also have a meeting to discuss our user stories and how to use the correct format.

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

I can help by sharing my understanding of Scrum and user stories. I think we as a group can decide a good standard and format for our scrum board so that It becomes easy for everyone to understand. The way to get there is by working together

What is my contribution towards the team's deliveries?

I have started some user stories from our first Sprint, to create and develop a start menu for our game. So far it feels good, we have had a great start and development is going as planned. Now I want to finish these tasks and start to plan for our next sprint. In the upcoming days we will start to plan a theme for our new sprint.

<u>**WEEK 39:**</u>

What do I want to learn or understand better?

From this sprint I have learned a lot about Scrum and the hos to use our scrum board together with Jira. My main objective for the next sprint is to achieve a better understanding of Unity and C#. My plan to get there is to look at tutorials at the same time as I contribute to our game to make new features or improve current features.

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

Our current situation in the group is very good with knowledge sharing. I want to continue this and help others if they need help or to learn from others if I need help. I want to be more active and ask for help from others in the group instead of finding all answers by myself online. To get there I need to ask more questions about thinks that I do not understand. Another good way is also to work on new feature together with others in the group.

What is my contribution towards the team's deliveries?

This week I have been focusing on research for our building, how they stack against each other with respect to pollutions, energy efficiency and cost. In the next sprint I want to do more coding and actual game features. To do this I need to tell the other this during our next meeting and also to assign this user stories and tasks to me during the meeting.

What do I want to learn or understand better?

Currently I feel that my understanding for Scrum is getting better, the concepts of User stories and subtasks is getting much better with each sprint. This week I want to focus on how to make stories and tasks even better for everyone to understand and divide them into smaller tasks instead of having a few tasks that includes a lot. To get there I need to imagine the tasks in small steps, sometimes even smaller that what I feel is necessary, but I believe that this will help me and others in the long run. Another good way is also to ask questions during the supervision to get a new perspective of the user stories.

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

I still feel that the group dynamic is very good. Everyone is open to helping others with code or to share knowledge by code they have written. My goal is to continue this trend, have an open mind to help other to understand what I have learned with respect to scrum but also our game and code. Things can always get better, one way to achieve a better project is to start reading other code and ideas.

What is my contribution towards the team's deliveries?

My objectives for this week have been to create a popup box when a building is clicked on the map. This box contains important information about the building together with stats for energy, pollution etc. It's been a lot of coding and work within Unity which feels great since this was my goal since the last sprint. Now I wish to continue with coding, the conclusion of the project is getting closer and I want to start working on final details. My task will be to finish the main menu of the game. In this step collaboration with others is the key. This will be the first thing a player will see when they start the game so it is important that all of us in the group finds it easy to understand.