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

  I want to learn how each part of the game logic implements their features to be able to work with UI elements and other features without running into a wall.

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

  I helped a team mate work out some quirks in the code while running some debugging and setting up some new features.

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

  We have completed all of our Scrum goals this week, and the dividing of tasks and the overview was much easier to complete. It felt like we had a theme and the overall feeling has been improved.

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

  I completed a ton of sprites and graphic elements which makes the game feel more like a real game and you can now interact with the game with basic gameplay features. I also helped the team to debug and fix various issues during the week.