- What do I want to learn or understand better?

The current situation is that we have an interactable game with basic playability. What I want to figure out now is how to balance all the properties of objects in the game so that it is a challenging game. This will have to be done with team discussion and experimentation with the game.

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

We have scheduled meetings twice per sprint so there are good opportunities to ask each other questions if needed. I can help maybe by sharing recently acquired knowledge during these meetings.

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

This sprint felt even better than the last when it comes to the definitions of the user stories and the tasks. I want to have clearer acceptance criterias for tasks so that is something I will try to contribute with.