

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

From what I've gathered the most important aspect of the agile workflow is the importance of the team being on the same page and that everyone interpreting all parts of the process the same way. I think having discussions and working on the project will help me improve using SCRUM and Unity. I'm currently working with sprites and trying out different grid sizes for our game.

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

I have completed two Unity 2D tutorials and read up on some of the API, feeling confident I can help someone if they're stuck doing the basics involving object movement, sprites and layout. I have also used Git more, so helping with this wouldn't be a problem.

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

I've read up some more on SCRUM, in an attempt to better prepare for what's to come. Our Jira board has been set up for a week but it hasn't been used, so I've utilized this time to get more familiar with the workspace and its functions.

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

We had a brainstorming session where we discussed things about the game, different in-game parameters and restrictions as to restrict our scope for the total workload. I feel like I contributed by sorting content we wrote down into a table for an easier overview as well as coming up with ideas and input. I also realize I'm late in turning this in despite writing I'm reliable and punctual the previous week, which is something I've reflected on and aim to improve by better organizing my turn-in schedule.