

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

We've more or less decided to use Unity, which I know nothing about. I'd like to learn the basics, perhaps even intermediate features of it to be able to contribute to the project. It looks like something that would interest me. I'm also very uncertain how to weave together, let's say Java and JavaScript, since some members seem have experience with it whereas I have none. I'd also like to use the terminal more, rather than GUI, for committing via Git or running tests for programs. I'll do this through application and usage of the software we'll use.

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

I'd like to hone my pedagogical skills in order to communicate in a more efficient way. Depending on how you present something, it may be received in a different (more positive) manner by others. I might not be the best coder or know all the API, but I'm always willing to help and share my current knowledge or ideas about something. I feel like my mindset can help the group if the going gets rough and contribute with more than technical skill.

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

Since it's something that I'll be using in the future, I'd like to learn it well, both by theoretical and applicational usage. This would serve not only me, but also the team, by being able to assist if any uncertainty were to arise.

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

I am very thorough in my work and deliver things on time. My goal is to keep a steady output of commits throughout the whole project and make the team feel like I'm reliable and that they can trust me to do my part.