

Individual Reflections

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

We pretty much decided to develop our project in Unity. I have tried using it before but never created something like a project. It would be fun and educational to broaden my knowledge in the game engine. This would be done by a lot of tutorials and collaborations with my group members.

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

Since I where one of those who were familiar with some of the Unity functions since earlier, I would try to share my knowledge as much as I can.

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

I do not have a lot of experience working with this tool. I look forward to learning about its advantages while working with a project.

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

I believe supporting others in their work is as crucial as completing your own tasks. I am a very calm person and I think it is important to not stress things even when your short on time. It is better to do something thoroughly the first time, then having to redo something.