

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

I want to understand the more intrinsic details of how unity works to create a smoother workflow.

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

I sent out some videos to help use the built in features in Unity which hopefully made the workflow easier for others.

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

Been talking about how we could choose the goals for our sprints to make sure we complete them all in time.

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

Done more sprites this week, gave the error on building placement (not assigned) a try but failed miserably and felt it was a tad too much to take on. Will try and cooperate with someone next week.