

What do I want to learn or understand better?

The specifics of scripting with Unity, and what general best practices there are, as well as knowing which features to implement ourselves and which to adapt from existing Unity features.

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

I have a little experience with unity which means I can help with issues related to the editor, as well as generally helping with where to find features etc.

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

Set up our first sprint on our software board, and explained how to create epics and user stories.

What is my contribution towards the team's deliveries?

Helped set up our sprint framework and epics.