What do I want to learn or understand better?

I want to learn how to better incorporate others ideas and approaches when programming in pairs, as I think I can often be rather rigid in my approach currently.

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

I think I can offer helpful ideas for good code design, as I think one of my strengths when coding is writing code that is easy to maintain.
I also think it can be helpful to challenge certain design choices we've made in the past, as we learn new and better ways to tackle issues, which I think also aligns well with the agile workflow.

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

Participated in creating more elaborate user stories and helped shift the focus of our assignments to be more "vertical".

What is my contribution towards the team's deliveries?

I have delivered on all my assigned backlog issues, and have given suggestions for and implemented the structure-design for various aspects of the game.