Individual Reflections

Martin Andersson 2020-10-12

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

  (same as last week)

  To next week I want to learn how to balance game mechanics. How do you make a game fun and balanced? What problems keep coming back and how to solve them?

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

  All of us will probably help each other to complete the project.

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

  I made some of the user stories and subtask and tried to rephrase some of our existing ones if there were any uncertainties around the purpose or the meaning of the written tasks. Controlled and approved user stories based on their acceptance criteria.

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

  I felt that I contributed to make our sprint more organized. Our user stories are better, easier to understand and harder to misinterpret. I tried to overlook most of the user stories and make sure that they were up to our standards. Controlled and approved user stories based on their acceptance criteria that we decided to have in the beginning of the sprint.