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

  I want to learn how each part of the game logic implements their features to be able to work with UI elements and other features without running into a wall. I also want to have a plan of action when I get stuck and/or frustrated with my work to better progress in my work.

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

  I've done more coding together with other team members, which has been a great experience for me, and hopefully others as well. Also helped someone understand the structure of the game and where to find certain functionalities and how to glue things together.

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

  I feel like the overview has become a way to easier see what others have been working on and see how far along the sprint is. The usage of JIRA from my side still isn't perfect as things had to be revamped and/or changed after the actual start of the sprint.

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

  Sprites, sprites, sprites. Finished the last sprites for the game and also managed to do a majority of the UI elements to further improve the gameplay and look of our game. Overall I've felt a tad overwhelmed with the amount of work, as there has been a lot of visual work to be done for the game.