

# Individual Reflections

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

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?**

I worked with tilemap generation this week and can probably help if there is any questions or uncertainties around that topic.

- **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.

- **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.