

WEEK 36:

The feeling so far is good, we have a social contract and three KPI's.

We have decided to try out UNITY to create a game, since I have not used it previously my main learning objective is to understand and use the UNITY tool. My plan is to use the included tutorial and look online for good tutorials. Other objectives are to understand and learn to apply Scrum to our project. I will learn this by attending to lectures.

I can help by sharing the knowledge I have gained when trying to learn UNITY, hopefully we can learn it together, and members that already know how to use UNITY can help others. We can create a plan together so that everyone gets a basic knowledge.

The feeling in the group is good, everyone is friendly, and the social contract creates a good group dynamic.

WEEK 37:

What do I want to learn or understand better?

Currently I have just started to understand Scrum and the project structure that we are supposed to use, also we have created a Scrum board using Jira. Now I want to develop my understanding and knowledge so that the group can achieve a good Scrum structure using Jira and the Scrum board. The plan to get there is to experiment with the Jira tool to learn and understand it. Also, to read a bit more about the Scrum board and its different sections.

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

I can share my knowledge and understanding of the scrum board and the Jira tool. Since we have decided to create a game using the Unity tool, I can also help others to create a project and to get starting in Unity.

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

This week my contributions has been to fill our KPIs and starting to learn the Scrum board. Now I want to start using the board and fill it with current objectives. Hopefully, we will start this process in the beginning of next week by having a group meeting and start to develop tasks for each member.

What is my contribution towards the team's deliveries?

Currently I am learning to code and create a game using Unity, I want to continue to learn this tool but also, I want to start the creation of our game. My goal is to learn Unity at the same time as I contribute to our game and project. My plan to get there is to spend time more time with Unity before our group meeting next week. After our meeting I want to get started with my first task for our game.

WEEK 38:**What do I want to learn or understand better?**

I still feel like I need to understand Scrum better, specially how use the correct format for Epics and User Stories. I also feel that I need to learn Jira and our Scrum board better, this is important for our KPIs. The plan to get there is to experiment with Jira. We will also have a meeting to discuss our user stories and how to use the correct format.

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

I can help by sharing my understanding of Scrum and user stories. I think we as a group can decide a good standard and format for our scrum board so that It becomes easy for everyone to understand. The way to get there is by working together

What is my contribution towards the team's deliveries?

I have started some user stories from our first Sprint, to create and develop a start menu for our game. So far it feels good, we have had a great start and development is going as planned. Now I want to finish these tasks and start to plan for our next sprint. In the upcoming days we will start to plan a theme for our new sprint.