

What do I want to learn or understand better?

This week I have focused on setting up a user interface, with different activities and the main color changing function of our program. I've also played around a bit with different simulator values, but we need to have a closer look at how the simulator interacts with the app to see how we inject the values we want. For next week I want to try and find out more about the capacity of the simulator, and see if what we want to get out of it is possible.

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

I've been working with the layouts in android studio, and the python simulator files a bit. I could help out anyone that might have a question regarding these areas, as I have gotten a bit more insight into how they interact with each other. For next week I want to keep looking into the python simulation and trying to figure out the exact values we can inject with it, and also having a final revision of the user interface.

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

This week we made better user stories which we assigned effort to, and divided into tasks. Everyone has had a specific area to work in, and we have worked mostly independent of each other. For next week my goal would be to – together with the group – go through the user stories and assign effort to the tasks, as well as dividing the user stories into more clear tasks.

What is my contribution towards the team's deliveries?

This week I have worked on implementing some design ideas for our GUI, and also worked a bit with the simulator values, creating simple simulations that simulate speed, gear change and rpm changes. For next week I would like to focus on getting the correct simulations running, and figuring out just how we're going to pipe the signal through our program.