

What do I want to learn or understand better?

Having gone through another sprint with user stories divided into tasks, I still feel the way we divide tasks could be done better, but as we have discussed as a group, there is so many different methods of going about it out there when we do research, that we feel kind of lost. For next week we are going to go to the Monday meeting, and talk to the product owners, and Håkan or Jan-Philip about our application of scrum, and how we can improve our scrum meeting on Mondays.

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

My main areas of work have been the xml layouts of the gui, and the simulations in python, so I feel that's where most of my expertise lie. For next week I want to read up a bit on the application of scrum itself, and try to figure out more about how we do tasks and effort estimations properly, since I feel this is an area where we are currently struggling the most as a group – which in turn hampers the whole process since we get what we have called so far “improvised sprints”.

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

This week I had to participate in our Monday meeting remotely because of illness, but I try to stay on top of the process and see that we apply it correctly as a group. We divided the user stories into tasks, did the effort estimates and adjusted our velocity. I feel we as a group are getting better at this with each iteration. For next week I would like to keep working on applying the scrum properly over the course of the week. It's going to be interesting to see what the teachers say on the Monday meeting.

What is my contribution towards the team's deliveries?

This week I've kept working on the implementation of the GUI, and the overall structure of our project. The classes and architecture is mostly finished at this point. We will add the remaining activities and adjustments next week after our meeting with the product owner.