

What do I want to learn or understand better?

Having had our first “project week” we haven’t really gotten going fully with our scrum process, so I would like to learn a bit more about the specific stages of the scrum process and how they can be applied since it is still a bit confusing to me. I do feel we have a good dialogue on this as a team. For next week I want to work towards getting down proper user stories and splitting them up into tasks for our sprint with the rest of the team.

For our code, we have gotten our emulator up and running, and Android studio working properly, we still haven’t figured out the inner workings of the simulator however, so for next week I would want to look into and understand the simulator better, since it will be crucial for our continued progress.

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

We have had some nice discussions around the scrum process and where we are heading as a team, and I feel like the way I could best help my team is to read up on the scrum process and the surrounding philosophies and how we can apply them as a group. For next week I want to read up on the specific parts of the scrum process so we might better apply them in our group.

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

Having had one week of scrum discussions, and mostly work revolving around getting the environment up and running, I feel my contributions to the teams application of scrum has been to participate in meetings and discuss how we can apply the process in our work. Moving forward I would like to help the group with designing our User stories, and dividing them into appropriate tasks.

What is my contribution towards the team’s deliveries?

Now that we have gotten most of our environment down and working (we still have some problems with the simulator in python) My focus will be on getting the simulator up and running, and making sure that the working environment is fully operational, so we do not run into any unforeseen technical difficulties. This will help us focus on the project at large, instead of spending a lot of time on technical hurdles.