

What do I want to learn or understand better?

This week we fixed our remaining problems with the simulations, and as such should have everything in our production environment up and running without problems. For next week I would like to focus on the specific python simulations, try setting up a few, and see how we can use these to get the inputs we need for our emulator.

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

Seeing as I have played around a lot in Android Studio, I feel I can help out if anyone else on my team have some questions regarding what I have implemented/tested out so far. For next week I want to keep playing around with Android Studio itself outside of the project scope, to learn more about its features and find potentially helpful things for our project group.

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

This week has been slightly focused on getting the technical side of things going since we feel delayed by the fact that we can't really get properly coding without it. We have mocked up some User Stories and divided them into rudimentary tasks. For next week my goal alongside my group is to make sure that we have a proper sprint, by having proper tasks and User Stories with effort estimates at the beginning of the sprint.

What is my contribution towards the team's deliveries?

Now that we have gotten the environment problems out of the way (jinx), We can finally focus more on the implementation and development of our app instead. I would like to focus more on the layout and design decisions for our app in the next weeks sprint, meaning GUI, class architecture and design patterns for our app.