

What do I want to learn or understand better?

Right now I have a rather limited understanding of developing for android, and the android car API. I'd like to reach a point where I feel as comfortable with android as I do with more traditional java programming, which more or less requires me to read up on good design patterns for android and relevant APIs and whatnot. The actual coding should be fairly straightforward due to my experience with java.

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

We have some members of the group who aren't 100% on using git at the moment. So making sure that I, if needed, must help them to adjust to the git workflow is something I will be looking into. Having trouble with git might hurt one's productivity, so the faster that is resolved, the better.

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

Our application of SCRUM has only been discussed in theory at the moment. So right now I haven't done much. However, if our process were to be faulty, we have to discuss as a team what changes are needed to make sure it works for everyone. It will have to be an ongoing iterative process.

What is my contribution towards the team's deliveries?

Other than discussing what our app is going to be, nothing.

Going forward, I want to focus on communication with the group. Making sure that everything is flowing smoothly should be the highest priority. Right now we have a few meetings a week planned for that purpose, but I should be open to the possibility that more meetings are needed.