

WEEK 5 REFLECTION - ERIC

What do I want to learn or understand better?

Having put things like the use of major external SDKs and whatnot on ice due to focusing on delivering a solid base product, I haven't come too far on that aspect since last week. However, my understanding of the focus of our project has continued to grow. I do have some issues with figuring out how I am supposed to create a "custom" property for the simulations.

We have a need for a specific value to be injected that is not one of the properties supplied by Semcon. If I am unable to figure out how to do so, I'll have to ask someone from Semcon whenever I get the chance, since we'll have to reevaluate certain functionalities of our program if I cannot get it to work.

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

There seems to be some misunderstanding of the git workflow, more specifically the rebase workflow we initially discussed. Avoiding hitches there whenever possible will help speed up the development process, so I'll see if I can link the group some relevant guides/literature to get them on their way.

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

I've discussed our effort scoring of the tasks and the team's velocity. My focus has been on making sure that we come to the agreement that we as a group should focus on altering the effort estimates for our user stories/tasks, since also tampering with the velocity feels to me that it will lead to much wasted time discussing things that are in there very essence relative.

I'll try and use my completed tasks after our sprint as a benchmark for the coming sprint review, and from there we'll have to discuss how close to the mark with our preliminary effort estimations we really were.

What is my contribution towards the team's deliveries?

I have focused much on the simulations and event handling sides of things, and pretty much written a solid base that we might not even need to expand upon. However, as mentioned above I do have some minor issues with getting one property to inject properly, which directly affects testing for parts of our program.

I'd like to be able to find a way to implement successfully, but if it were to be an unrealistic task, I will have to focus on making sure that we can make do without those parts.