

- What do I want to learn or understand better?

I've picked up quite a decent amount of knowledge regarding html and I now know it well enough to be able to write html code by myself. To my surprise it was a lot easier than I initially thought it would be. I'm also more familiar with Scrum to the point where I would claim that I'm pretty comfortable working with it, which is a massive improvement to how I felt the first few weeks working with it. Back then it felt slightly chaotic and time consuming, however now, it's completely the opposite, instead of having the feeling of wasting time I now feel that we save time thanks to Scrum. Moving on, I would like to learn how to write JavaScript. I initially thought Java and JavaScript were the same thing, but as a few group members had worked with it in their user stories I realized this was not the case. JS is apparently very useful when working with websites, and since our project is essentially a website I feel like it would come in handy if I knew how to write it myself. In order to learn JS I will try to pick an user story/a task that features some sort of JS in next week's sprint.

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

Me and my team have been a little lazy regarding comments in general. Since we all work on different user stories every sprint, it's very likely that another group member will be looking at/using code that you've written. If comments are lacking it will be difficult and/or time consuming for people not invested in that section of the code to understand it. There have been a few cases where I've had to explain parts of the code I've worked on or ask for explanations from other people to understand their code. I initially thought this was fine as it gave us opportunities to help each other, but in hindsight I realize this might not have been the best approach. If the code was commented to begin with then people wouldn't have to spend unnecessary time to understand the code, asking for help is still fine, but if the person at least understands parts of the code it will be way easier to explain. Moving on I will make sure to write comments wherever necessary.

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

My contribution this sprint, similarly to previous weeks, has been attending all the group meetings and staying active in the discussions and sprint planning/review. As we are nearing the end of the project I feel like I've been able to help boost effectiveness during meetings. Besides that there was one large user story which I first suggested we split into two then realized that the second half of the story we split wasn't anything the stakeholder actually asked for (auto correction whilst searching etc.), which then led to us putting it aside so that we don't spend unnecessary resources implementing something the stakeholder hasn't asked for.

- What is my contribution towards the team's deliveries?

This week I worked on the user story "As an employee I want a search bar to easily find a product from suppliers". We ended up creating a search bar which would allow users to quickly and efficiently search for a desired product from one of our providers. The stakeholder simply asked us to rank the search results but didn't specify how. For now we made it so the search results appear in alphabetical order.