

- What do I want to learn or understand better?

I've been practicing my rebasing and it feels smooth now. I always make sure to check if there are new changes to the main branch so that I can apply the rebases. I also do pull requests more often now which is good. The only thing I didn't really get a chance to learn from last week was how to implement merge strategies that does everything for me or atleast most of it (I think that's what strategies does at least). That's something I will have to look into in the future and learn as it seems to be very useful and can save me a lot of hassle and time. Now that we're done with the project and looking back I think things have gone very well, but for future projects I want to learn how to write better user stories and a clearer definition of done. The way we wrote our user stories during this project might not have been according to textbook definition. I would like to get better at writing them so that the title is better etc. As for the definition of done, we wrote it early on and stuck to it throughout the entire project. I would like to include writing tests and comments for every class in the definition of done.

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

Same as previous weeks; attending meetings, offering help, writing comments etc. At the end of the last sprint I set myself a goal to finish my user story as fast as possible so I could be more helpful to my group, but I think this ended up having the opposite effect. I started working on the user story as soon as I got home after the sprint planning and got into a really good flow and ended up doing almost everything in one go, which led to my group member feeling left out, which definitely wasn't my intention. I wish I sat down together with him so at least he could have seen what I did so that we could learn together.

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

Same as previous weeks; attending meetings and staying active in discussions and sprint planning/review. However, since this was the last sprint I put extra focus on making sure that we focused on all the essentials necessary for the project to be finished in time. On a side note I felt that the group dynamic in this project has been very good, it felt as if everyone got along together which led to all meetings being fun and lively but sometimes trailing off topic as a result. I would argue that to the extent we did, occasionally going off topic is acceptable. Having those fun discussions made the environment more friendly and contributed to us getting closer as a team. We still managed to keep all the sprint meetings towards the end of the project relatively efficient, which is all that counts.

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

This week I worked on the user story "As a user, when searching for products, I want the product I'm searching for to appear even if I make mistakes when writing my search". Contrary to what the title of the user story said, we weren't supposed to fix searching mistakes as the stakeholder never asked for this. I think what happened was that we forgot to update the title of the story. Instead I made sure to create a new way for the search results to be ranked, instead of just having all products appear alphabetically. Now if you search for let's say "st" the products that contain it as close to the beginning of the string appear first and then after they get put alphabetically. This approach is way better as it is more similar to how most search bars work and the user would probably be more familiar and satisfied by how the results appear.