* What do I want to learn or understand better?  
  We have made strides in using what we have made previously in the form of classes and APIs and incorporating it in the design for the next scrum cycle. We now need to focus on making the product more like the actual final release. We have been working on disparate features that we CAN show off, but not necessarily in the context and capacity we want it to be used in the final version. This will be done by a slight refactoring. This is probably not supposed to happen, but our previous mistakes have forced our hand. We will try to avoid creating cut off features and make them part of the entire project, maybe something for our DOD?
* How can I help someone else, or the entire team, to learn something new?  
  Coherent design is the word of the day. Creating some part of our product is only half the issue. Knowing where to place it is the second half. This requires us to discuss during our Monday meetings where and how things are to be presented. This could lead to more knowledge sharing as our design thoughts are spread more rigorously.
* What is my contribution towards the team’s use of Scrum?  
  Efficient communication is key. That is one area we have excelled at. Making design and setup for a sprint cycle an efficient affair. The finalization of a spring needs work. We are having troubles combining our work at the end of a sprint. We still haven’t combined all our work due to conflict issues. A question for someone who knows VCS better, a chance to learn.
* What is my contribution towards the team’s deliveries?  
  I have been split between manager work and actual work. I have reorganized our website structure to be more in line with the previous design’s specifications when it came to flow. I have also been in contact with our PO to make sure our planned redesign is looking OK.