**Weekly Learning Log and Reflection**

**Week1**

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| **Student Name: Wenjing Li** | **Student Number: A00279784** |
| **Subject: Agile Methodologies 4.2 - (AL\_KSENG\_B\_4)** | **Semester Number:2** |
| **Student Signature: Wenjing Li** | **Week Number: 1** |

* What new knowledge and/or skills did I acquire this week?

The work agreement is very important for an agile development team. The work agreement defines the concept of teamwork, and also defines how to play the value of individuals in the team, and also defines the responsibilities of members to the team. The ultimate goal of the work agreement is to make the team more efficient and reflect the product's better value.

Grooming and Planning can make user needs clear, and at the same time clarify what is important work, what is valued work, and what work should enjoy higher priority.

* What existing knowledge and/or skills, if any, did I employ and/or build upon this week?

Detailed appropriately helps me improve my user stories, and yes, the user stories are more accurate.

* Describe the context within which I employed my knowledge and skills this week.

This week I reviewed the user stories written by the previous team, and the strategy adopted is the modification and plan I learned this week.

* How much responsibility did I take, personally and in my group, for the application of my knowledge and skills this week? What role did fulfil within the group?

This is our first week. What our team needs to do is The work agreement. For individuals, we need to complete our own learning log. Therefore, this week I participated in the discussion of the meeting as a participant.

* Are there still gaps in my learning? If so, identify those gaps and describe the steps that I plan to take to fill those gaps.

The user story part is still my weakness. Although I know what format I should follow, the user stories I write sometimes feel imprecise and sometimes unreasonable.

In order to make up for the shortcomings, I need to strengthen practice and learn how other people in the team write user stories. At the same time, find relevant materials to learn through Google.

* How has my learning this week helped me to develop as a Software Engineer and in my interactions with other members of my group/class? Which interactions did I value?

I especially like the knowledge I learned this week because it includes how to do grooming and planning. The strategies contained therein are no longer theoretical, but taught me how to analyze user needs and plan. We met together to discuss, when I have a question, I can raise it, and others will help me answer it, which strengthened my understanding of teamwork. At the same time, I also realized that although I still have a little language barrier, I am still an important part of the team and I need to work hard to do what I am good at. In this way, our team will better approach the efficient agile team.

**Week2**

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| **Student Name: Wenjing Li** | **Student Number: A00279784** |
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1-24-2021

* What new knowledge and/or skills did I acquire this week?

“Estimation is one of the hardest things to do in software development whether using an agile methodology or not”.

How to use strategies to properly estimate workload is what I learned this week.

How to following guidance from the “moodle”.

* What existing knowledge and/or skills, if any, did I employ and/or build upon this week?

We evaluate the workload based on the story, and the unit used is hour.

When everyone's estimation of the stories is completed, it can be seen that those stories are quite divided.

* Describe the context within which I employed my knowledge and skills this week.

When I estimate story points, I use “CSU1 - create a new customer account” as a benchmark.

In the later story estimation, if it is more difficult than this, I will increase the time, and if it is easier than this, I will reduce the time.

* How much responsibility did I take, personally and in my group, for the application of my knowledge and skills this week? What role did fulfil within the group?

Participate in meeting discussions. Download the git repository, create a branch, and upload the branch. Write learning log.

* Are there still gaps in my learning? If so, identify those gaps and describe the steps that I plan to take to fill those gaps.

Estimation is still hard for me , from the perspective of a team manager, how to organize everyone and make a reasonable assessment is a very interesting thing. I know that Fibonacci sequence, "planning poker" can be used to assist the team in completing the work. But it needs practice and summary.

* How has my learning this week helped me to develop as a Software Engineer and in my interactions with other members of my group/class? Which interactions did I value?

How to ensure that everyone on the team understands the user story and makes an evaluation based on this criterion is a must. For developers, before doing any work, they must understand the user story, which is the most important thing.