

This week I finally got the hang of the library's skin tool. This was what we had been struggling with the last week so I was happy that we solved it. Now we can use buttons and textfield and such when improving our GUI.

I have also contributed with some model code that I was aiming for last sprint. We decided that we wanted to change the hook so it doesn't depend on a rectangle as it currently did. When doing this, I felt like it was really an agile process since it was working but we wanted to improve it. This was a small change but I was excited to get to do some "real" coding. Next sprint I will hopefully continue with improving and contributing more to the functionality of the game.

Next sprint I will also be more involved in the team reflection since I feel that I haven't contributed a lot to it.