

1. I aim to gain a better understanding of the libgdx library, as well as the Agile methodologies such as Scrum and sprints. I want to develop my knowledge of the technologies used in our project, such as the language we are using. I have a good understanding of the programming language Java, though I always think there is more to learn, particularly in the fundamentals such as improved implementations of design patterns and intelligent refactoring. Additionally, I am keen to improve my teamwork capabilities and what is achievable within a sprint.

2. My contribution to the team has been primarily focused on discussing and refining ideas to further develop the game. I have carried out research into similar games and how they have been implemented to apply the concepts to our project. For instance, I have researched a game where a bucket collects droplets, which offers many mechanics that can be transferred to our project. By continuing to generate creative ideas and research, I am able to help the team move forward.

3. This is the first week of reflection, so I cannot make any changes or improvements from last week's reflection.