1. This week has unfortunately been a battle with GitHub. Therefore, I hope my struggles have contributed to me better understanding GitHub. In terms of teamwork, I hope I will better communicate next week what I am doing and not only use the Trello board to tell what I am currently working on. While we are already working in person, there is no reason not to also be verbal of what is on my mind.

2. My contribution this week has mainly been the line of the fishing pole to the hook and that it moves realistically in the game. The troubles were mainly that the line was rendered falsely into the game if contained in a so-called batch in the libGDX library. This resulted in the screen turning red/green. This was however sorted out. Now that we are in the end-phase of the project, much of the mechanics are in place and now the rest of the time is spent on refining the game. Next week I will mainly work on sound design in the game and how these will be interactive with the player.

3. I hope that I now better grasp GitHub and hope I have become a better team member in a group setting. I also hope that my better understanding of GitHub will result in me having a better vision of what is currently implemented. A lot of my headaches were also caused by unnecessary merge conflicts of me having old versions of the game on my computer.