

1. I aim to better understand the LibGDX library as well as the agile methodology that should be implemented in this course. Furthermore i want to further extend my already established knowledge about technologies that are relevant in this course. These are for example github management and java programming skills. Last but not least I'd like to improve my teamwork capabilities and make them adhere to the agile methodology.
2. My contribution to the team has been primarily on discussing and refining ideas to develop the game. I carried out research on similar games and how some concepts can be transferred to our game. For instance, I have researched a game where a bucket collects water droplets, which has many mechanics that can be transferred to our project. I will continue this research to help our team to move forward.
3. This is the first week of reflection, so I cannot make any changes or improvements from last week's reflection.