

First Sprint - Jonathan Svantesson

What I first and foremost want to understand and learn more about is without doubt the new Java library we are using. It is designed to work very well with games in particular, and also have the opportunity to make the application compatible with android phones. To me this library is completely new and I will prioritize learning more about it at the start of the next sprint.

Our teamwork is always something we can improve, however it is the first week and some of us have never been working with each other before. In my own experience, this sort of obstacle usually solves itself along the way.

I would say that my own contributions this week have mostly been on design, all from putting in images in our first version of our program to making further ideas on how our overall design should be. The best way for me to help my team better next sprint is, perhaps learn more about the library, and then teach my fellow teammates.

This is our first sprint, therefore the last item is irrelevant. (Changes/Improvements from last sprint?)