This week I finished up the question screen and was able to get the logic working where you get a life if you answer a question right. The next step is to connect it to picking up fish. However I am still struggling to get the text to fit the buttons on the screen. It is very frustrating to struggle with seemingly such a small thing when everything else works. The problem probably needs a new set of eyes so I will be asking for someone else in the team to look at it for the next sprint.

The user story regarding the question screen took longer time than anticipated and was a bit too unclear and "thick". Throughout this project it has become clear that writing good, clear-cut and sufficiently small user stories is a very important part in planning good sprints. This is definitely something I will take away from this course.

I feel like I have really gotten into the flow of the sprints after starting out the course with being sick and struggling with the library. It is too bad that there are not many sprints left since it is quite fun!