

Individual Reflection – Thea

This week I contributed by building the “front page” for the game where you enter username and press play. I did this together with another team member and we also discussed a lot with two others who encountered the same difficulties with libGDX.

It has been relatively easy to distribute tasks the first sprints as much work have been possible to do in parallel. Next sprint we however plan to combine all the work we have done separately which possibly could make it more difficult to distribute tasks. We will probably have to discuss a lot in group.

This sprint I had the opportunity to build code which was my wish last week. Something I wonder regarding agile processes is if it is bad practice to add tasks to the sprint during the actual sprint? We had not planned to make the “front page” this week but considered it efficient to start during the sprint as we wanted all team members to have a task and as we could figure out libGDX at the same time for two different tasks.