

Sprint 5

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

Seeing as the upcoming sprint is the final sprint I would like to better understand how to tie it all up. What is necessary when we are tying up the project and how to work on the finishing touches. I also think there are some small tweaks to be added in the GUI which could improve how the site is perceived by the user by adding more response when using the site. I therefore want to learn more about GUI principles and how they are used to capture the user's attention to important parts.

How can I help someone else, or the entire team, to learn something new?

As I said last week, I think it's important to communicate and if someone asks for help or is unsure of something then I'll do my best to try to help them.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

This week I worked a lot on the GUI. I finished implementing a navigation bar, changed the color theme so it all flows together and also added a page containing information about over and underconsumption of water.

Changes/improvements from last week's reflection?

Not a lot has changed since last reflection. We felt we improved our website a lot this week and are really happy about that. We have some ideas about what we should do in the next and final sprint and if we complete them we will have a product we are happy with.

Sprint 4

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

I'd like to further improve my skills in HTML and CSS. I do feel more comfortable using them since last week but there is always room for improvement. I'd also like to

know if there is a way to download data from the web so that we can use that in our app to display water purity around the world.

How can I help someone else, or the entire team, to learn something new?

Right now I think the best way to be a good team member is to support each other and give constructive criticism when asked for. Coming into the end of the project it's important we stick together and keep up the good spirit we have had so far.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

I created a navigation bar that exists on all pages except the first and gives the user the opportunity to easily navigate between the different pages. I also helped with the implementation of sessions a bit. For the next sprint I'd like to finish the navbar and then start implementing more pages that contain different information, for example how caffeine affects your body or if the water intake changes based on how much you exercise.

Changes/improvements from last week's reflection?

There haven't been many changes since last week beyond the ones mentioned above. We keep pushing and we are positive about our project which we believe will turn out to be a good and usable product in the end. I did my solo work this week which helped me during our time together and I will be prepared for next week as well.

Sprint 3

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

I want to better understand SQL and Sessions so that I can implement it correctly next week. A database can store a user's information for a long time while a session is a short term cache that saves the users login information on the web. A combination of both might be beneficial to have in our web-app. I also want to go back and understand html better since it was a long time ago I last used html, css and Js to create webpages and I feel that would be of value when in this project.

How can I help someone else, or the entire team, to learn something new?

I think we can all teach each other something. As I stated above I want to learn more about how to better the login system and then I can share what I have learnt with my team. I think we all need to understand all parts of the implementation so that we can talk about improving our app together.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

I took part in the team meeting and helped write this week's team reflection. I also started to implement an improved login system where the user could write their name and weight to login on a starting page and we would then save that information in a session. This proved to be a harder task than expected and is therefore not done. Next week I want to finish that so that we have a login screen that works and I'd also like to improve the overall style of the web-page visually so that all pages match and so it's visually appealing and easy to use.

Changes/improvements from last week's reflection?

Started to implement a login system and gained a few new ideas on how to visually improve the app. I feel more invested in the project now and I find it fun to work on. I think this will improve my output in the end which will benefit the team as well.

Sprint 2

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

This week I was away for a bit so I unfortunately missed the team meetings. I therefore had to sit down and understand what was being done alone. We are using Flask to make a web-page about water intake and for next week I would like to better learn how to save data from different users on the web-page so that a user doesn't have to log in.

How can I help someone else, or the entire team, to learn something new?

I feel like we are still in an early phase of development so coming up with new ideas and different takes on problems will benefit the team in achieving our goals of creating a good product.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

As I was away during this week I was only part of planning the sprint and keeping up with the work that was being done so I was ready for the next sprint which I feel I have done. Next week I want to look at how we can implement a sort of login system that stores the users data in a database.

Changes/improvements from last week's reflection?

I understand the assignment more and I have gained an understanding of the technology we are going to use to create our application.

Sprint 1

What do I want to learn or understand better? Consider e.g. teamwork, Scrum, agile processes, technologies etc?

We decided early on that we were going to use Python and I therefore need to learn how to make a GUI in Python since I've never done that before. That way I will be better prepared for the upcoming work.

How can I help someone else, or the entire team, to learn something new?

I think communication is the key in group projects and I will therefore try to be positive and supportive when someone does something good and give them some feedback and try to help if there's something they don't understand, if I can.

What is my contribution towards the team's deliveries? How can I help my team do better next sprint?

I sat down and was a part of setting up the Trello board, creating user stories and I also planned on how we should continue the work, such as implementing a MVP.