

DAT257/DIT143

INDIVIDUAL REFLECTION W2

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MY LEARNING OBJECTIVES FOR THIS COURSE is obviously to some extent learning technologies such as Android development , Git (or rather, improving my skills there), route planning implementation and different APIs. Mostly however, my focus is on in-depth experience and understanding of a well-executed Scrum process, and team development in general. I've encountered Scrum in an earlier course, but the execution and my understanding of it was not optimal. Overall, there are some areas in particular I hope to get a clearer understanding of:

- How to effectively execute sprints such that the goals set are reached in time. Could explicitly setting time limits and reminders (which we didn't do in the previous course) in environments such as Trello help? What about better and clearer communication when/if team members start lagging behind?
- Touching on the previous point; my earlier projects have all suffered from sub-optimal communication. How could that be improved?
- How to work "vertically" (that is, everyone works on everything from GUI to databases) while still maintaining quality, especially if people are talented in different areas (which they tend to be).
- How to make sure the quality of the code being submitted holds a certain minimum standard and time spent bug-hunting is minimized. Except for common techniques like extensive testing, peer reviews and pull requests, could strictly enforcing a constantly up-to-date UML diagram of the app help achieve this?
- The best way to organize a Scrum board, the exact relationship between the product and the sprint backlog and how to optimally divide epics into user stories into tasks.