

## Individual Reflection – Henrik Johansson

### Course Week 1 (week 12)

- What do I want to learn or understand better?

I would like to grow my knowledge when it comes to how Scrum and similar techniques actually are implemented in “the real world”, which I feel will happen to some degree by just taking part in the course. Additionally I would like to improve my ability of working in groups/teams with other people. I feel like I quite often restrict myself quite a lot, for example wanting to express something, but then not doing it for whatever reason. To improve this there is really only one solution in my mind, which is to just do it and try to build on it week by week. Of course I also want to improve my general technical knowledge when it comes to the actual development of the product that we are creating.

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

It is currently very difficult to say. Since the project has just begun and we as a group haven't decided on what we are going to create yet. I do however have some experience with some of the potential programs that we might use depending on where we head with our project. Additionally I have worked with Scrum before, and I know for a fact that I'm not alone with that experience, but I'm sure we all remember different parts so that we all can provide something useful.

- What is my contribution towards the team's use of Scrum?

Since we haven't begun with the project, and thus with Scrum, yet it is hard to say. I have worked with Scrum before, but I'm not alone to have done that so I'm sure we have the knowledge within the group to be able to achieve a certain quality of work.

- What is my contribution towards the team's deliveries?

So far, having just submitted the social contract my contribution has been to be a part of our discussion of what we consider important enough to bring up and how we handle it.

## Course Week 2 (week 13)

- What do I want to learn or understand better?

This coming week we will begin with our communication with the company/our stakeholders and thus I would like to learn more about how it is to work with an actual company. As for reflection on what I wanted to learn last week, increasing my knowledge of Scrum is something that I feel like I have achieved somewhat with the exercise that took place in Minetest last Monday. But, of course this is something that I will continue with through the whole course. With respect to my wish to improve my technical knowledge within the programs we will use there hasn't been any progress yet, since the development hasn't begun.

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

Being one of the ones who have worked with GIT before, and who has used the development environment I hope that I can be of help if there are any questions regarding these fields.

- What is my contribution towards the team's use of Scrum?

During the exercise this last week when we actually used some of the structure from Scrum I felt like I hopefully contributed with some structure when we were planning our sprints and during the execution. It is however, very easy to somewhat forget about the Scrum part of the exercise when the exercise is within a game and the time limit is as tight as it was.

- What is my contribution towards the team's deliveries?

Not really having any previous experience or knowledge with business model canvas' I tried to be a part of the making of our. I also spent some time on our repo, preparing it for our deliverables and individual reflections. Although I did not take part in writing the description I read it, which I believe most of us did, to make sure that we as a group felt like the description aligned with what we want to make.

## Course Week 4 (week 15)

- What do I want to learn or understand better?

As I mentioned last week, I would like to keep learning more about the process of working together with a company, which is something I feel like I have gained more insight into, but that will continue throughout the whole project. More specifically in relation to the development of the product I would like to improve my knowledge more within the new environment that we use as well within the, new to me, programming language. I plan on achieving this by working with the programs/languages, but also by taking part of documentation and guides that we share openly within the group to help each other improve.

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

At the moment it feels like the group as a whole is somewhat on the same level when it comes to most parts of the project. Of course, I would be open to contribute my thoughts and try to help whoever in the group should the need arise, but for the time being it is difficult to pinpoint a specific area or tool where I would know more than the rest of the members of the group.

- What is my contribution towards the team's use of Scrum?

This week I took on the role of Product owner, which meant that I had a bit more responsibility over the user stories, which is something I felt went quite well. We are still in the early weeks of the project and thus, the roles and their areas of responsibility are still evolving, but for being the first *real* week it went well in my opinion. Next week I will take on the role of Scrum master and I will try my utmost to make sure that the week goes smoothly.

- What is my contribution towards the team's deliveries?

This week we started and finished our first sprint, and as such I have contributed to our sprint by working on one of the user stories that we determined to be of highest priority, together with another group member. Additionally, I have also been a part of writing the team reflection and tried to contribute with my thoughts on the subjects that were discussed.

## Course Week 5 (week 16)

- What do I want to learn or understand better?

I feel like I have progressed with what I wrote that I wanted to learn last week. These things are not possible to learn to the extent that I would like to over a few weeks, which is why I probably will end up keeping these goals for the whole course. As for a smaller goal that should be possible to learn or understand better under a shorter time period, I don't really have one for the time being. I am focusing on the larger goals and if I encounter anything that I want to learn in the coming weeks I will work on that.

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

Same as last week, there are no specific areas at the moment where it feels like I know more than anyone else in the group. But of course I'm still open to contribute my thoughts and try to help whoever in the group should the need arise, but for the time being it is difficult to pinpoint a specific area or tool where I would know more than the rest of the members of the group.

- What is my contribution towards the team's use of Scrum?

This week I took on the role of Scrum master, which I felt went quite well. I cannot say that I am completely comfortable in leadership roles, but the environment in the group is really good and thus it really wasn't a problem. We progressed with the project and from our KPI's it seemed like we as a group still are in a good space.

- What is my contribution towards the team's deliveries?

This week we did our second sprint, and as such I have contributed to this sprint by working on one of the user stories that we determined to be of highest priority, together with another group member. Additionally, I have also been a part of writing the team reflection and tried to contribute with my thoughts on the subjects that were discussed.

## Course Week 6 (week 17)

- What do I want to learn or understand better?

The process of better understanding how it is to work with outside stakeholders and to generally improve my teamwork capabilities continues. It is difficult to measure progress, but as far as feeling goes, I feel like my understanding and competence within these areas are improving week on week.

On a purely technical front, I would like to understand a bit better how we can optimize our application's layout and functionality to fit different devices. This is something that flutter does quite well for us, but there is a bit of work that seems needed on our part for it to really work as well as I believe we want it to.

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

As we are moving further and further into the project, I feel that the line between the ones of us that know certain things and the ones that do not feel quite as confident with these things is being blurred more and more, and as such it is becoming harder and harder to help someone or the team as a whole to learn something new. But of course, if anything arises that I have knowledge of and can be of help with then I will do so.

- What is my contribution towards the team's use of Scrum?

This week I have not taken on any of the more defined roles and instead been more of a general developer. We only have four roles and since we are seven people in the team there will be some people every sprint without one of these roles. Therefore, I have not contributed so much administratively, but instead more with the focus of the development of the user stories we chose to focus on this week. In the next sprint, I will take on the role of secretary, which really just refers to writing down items of importance during our weekly meetings.

- What is my contribution towards the team's deliveries?

The work in the group is going smoothly and as such, we have not changed anything major regarding how we work and thus, my contribution to the team's deliveries this sprint is the same as last sprint. I have worked on some of the user stories that we determined to be of most importance together with a group and I took part in writing the team reflection.