

DAT-256 Software Engineering individual reflection: Rickard Gyllensten

- **what do I want to learn or understand better?**

(A). During the time of this course, I have learnt a lot about software development in general and how to face problems with a prepared strategy. Also how one should work in order to always deliver final value to the project and owner. At the beginning of the course, we had several exercises to get our heads around SCRUM and how to implement this with our project. The knowledge I learnt about SCRUM and VCS is what I value the most and which will help me in the future.

(B). If I could design the course or change it in order to get more out of it, the first thing would be to change the project itself. Instead of working in a whole new environment (Android-Studio) with an emulator that caused a lot of problems, I would rather do a bigger project like a game in JAVA which we have done before but with the implementation of SCRUM. (I know we would not meet all course requirement this way). But this would switch the work from fixing errors to working with completing tasks.

(A->B). As stated above the project should be switched in my opinion to something more familiar. One could argue that out in the real work environment it is you, who have to adapt to the workplace and not the other way around. But since this is a short course I think we would benefit more from it.

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

(A). What I learned during the project is that information sharing is essential to quickly move forward. That you have to leave your ego behind and share information when you solve a problem. My opinion is that it is easier to share knowledge face to face instead of using others platforms. Our team meet up mostly during Mondays and Wednesdays however, the participating was not the best.

(B). It would have been great if the meetings were mandatory within the group. Since some prefer to share information using Messenger this was not the case. Now after the project is done I can say it was during the Wednesday meetings we got the most done.

(A->B). The team should have discussed the question about meeting up more frequent earlier in the project. This knowledge will I take with me for further projects and try to implement directly.

- **what is my contribution towards the team's application of Scrum?**

(A). I've been working as a developer during this project but also taking the initiative to start stand-up meetings and deciding important application decisions. We started our journey some weeks ago with the lego exercise and got a great introduction to SCRUM. I've tried my best

to plan my work after SCRUM but It's easy to slide off a task and start working on something else. But my contribution towards SCRUM has mostly been to complete tasks each sprint.

(B). In the best case scenario, everyone on the team would be participating in each stand-up meeting. If we would have a project and working environment that is familiar to us, this would mean that all focus could be placed on learning and working with SCRUM. You take one task, you work on it for some hours, test it and move it to "Done". Instead of starting one task, getting some unknown error and spend hours on finding out what is wrong.

(A->B) There are not really any shortcuts to get there than to spend more hours working with it. Get used to the tools you using and force yourself to only work on the current task and ask for help when you need it.

- **what is my contribution towards the team's deliveries?**

(A). My contribution to final value for this project has been several things. The counter that calculates point for the current trip is made by me. It calculates point depending on how many passengers is currently in the vehicle. I also helped with the QR-landing page which displays a QR-code when you buy something from the store. Outside of completing tasks I also participated in every exercises and meeting except for one due to personal health. We mostly communicated through Messenger but also over a discord server I started.

(B). I would have gained more knowledge and had more fun if I put more hours into the project which I regret now afterwards. I would have liked to have more but smaller tasks on trello to get that succeeding feeling when you can move a task to finish.

(A-B) I should make a better schedule for my future project and follow it since I have a tendency to procrastinate a lot, especially if I work from home. The team should also spend more time fixing the backlog user-stories and task and dividing the work equally. But overall, it has been a great course and I learned a lot that will help me after my studies.