DAT-256 Software Engineering individual reflection: Rickard Gyllensten

what do I want to learn or understand better?

This week we got a lot of coding done and my knowledge within android-studio got much better. Tom teached me how the car sensors worked and how to simulate the current number of passengers. I am still quite bad at using Git and always getting problems while merging. So for the upcoming week, my goal will be to get better at Git. To reach this goal I will go through some youtube tutorials and ask for help on wednesday during the team meeting.

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

Like last week we had a meeting during monday and shared our idéas and problems, planed what to do next. These meetings is an excellent time to share any valuable knowledge or progress. We also meet during wednesday for several hours and code together and get real time feedback on problems and solutions since we all gathered. I look forward to this meeting during next week because it is a good way to learn.

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

With the aspect of Scum, my contribution has to be completing tasks and working with an vertical mindset. Next week i would like to work more active with scrum and try to complete the current tasks instead of thinking of the whole project to completed. Also we should arrange more standup meetings and come together as a group more to help eachother out. In order to get there I will give suggestions on Monday that we should book more meetings during the coming weeks.

what is my contribution towards the team's deliveries?

My contribution to final value this week has been the current-trip counter in the application. I got it working the way it was intended and the counter speed is affected by the number of passengers. Next week I would like to see the project coming together and look more appealing to the eye. To get there we should meet up and work together since it is way easier to communicate and discuss decisions