Individual reflection, week 4 Christer Sonesson

What do I want to understand better?

This week I JUST managed to get the emulator up and running, way behind my other team-mates. Turns out that if you are using windows 8.1 with an AMD-processor, you just can't run the emulator no matter what you do, up to and including emulating a system where Android Studio has known support for AMD (Linux). I finally got the emulator up and running by borrowing my girlfriends laptop, which also has AMD but uses windows 10 instead. Therefore I am in a situation where I am not further along in this goal compared to last week, since all I've done the past week is troubleshooting. So this section can be considered exactly the same as in last week.

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

I guess I have educated the team in the finer points of failing. They know know that you just can't use hardware acceleration in Android studio on windows 8.1 with an AMD-processor, and they know that Android Studio inherently favors Intel to a large degree. That is my main contribution this week, next week I hope that I can actually gain some headway into this project and be useful.

What is my contribution to the teams application of scrum?

I attended the weekly group meeting on monday, and I conversed with the team on Facebook/discord when I needed to. Other than that, not much. This is a level of communication that I am happy with, and in the future I aim to keep it at around this level.

What is my contributions towards the teams deliveries?

This week, zero. I haven't had the emulator up and running, and trouble-shooting it was a real chore. Since it worked for the rest of the team they couldn't do much in aiding me, and I finally got it up and running when I enlisted the help of the entire class, the brain-storming that resulted netted me one new idea that I hadn't thought of before, maybe Android studio actually *requires* windows 10 to have AMD-support. Next week I aim to make up for lost time and actually get into the coding.