For the first few weeks of learning scrum, I felt excited and overwhelmed as the concepts were all very new to me. I remembered on the first lab, students were asked to pair up and pitch an idea for the team project. I found myself a partner, and initially we were planning to just pitch a random idea. At the end, we figured out some of interesting idea and we were sure people will like other our idea. After thinking it over again, I felt I should make some knowledge for make 2D game. So I went to do research online and search through book for coding text books for help Pig-Copter that we have now.

During the first few weeks working with my team members, I noticed that we encountered numerous problems with the project. When it comes to development there was only one team member who has experience making 2D game. Also, creating the user stories with acceptance test that were too specific and concrete. we were subconsciously using the waterfall methodology instead of agile, and as a result, we spent too much time on the acceptance test discussing about the design and details of the game instead of focusing more on interest and functional game. However, later on we found out about the mistake when one of the members picked up our mistakes. Luckily, we were able to change the user stories in time before the deadline. Looking back, I felt like I could have done better by reading more of the course notes and confirm my understanding of the concepts with the lab TA.

Another problem worth mentioning was when I setup the Unity on my laptop. After installing Unity on my laptop, there were errors with the rendering of xml layout. We did a lot of research that day but none of us could fix the problem. I almost asked my team to work on android studio instead if not for one of the team members who solved the problem by installing visual studio with manually. This means that there are much more research to do and many more things to learn.

Aside from the issues regarding the project, I felt like I am the problems within the team. My writing skill is not good enough to make good user stories(although I did sometimes team member correct my mistakes) or write long documents but there were no problem with communicating through speech. To be better team member I am studying developing more than other team member so I won't have problem when sprint 1 comes. Another problem was relating to the meeting. I prefer face to face meeting rather than voice calling. Face to Face meeting gives me more clear idea and feel like we are communicating. However all the team members except me prefers voice calling so, sometimes it's bit hard for me to understand who is doing what. Thankfully team members understood my difficulty and decided have offline meeting next time. Beside this, I felt like the team lack experiences with Unity platform that relatively new technology with higher graphic. I am still not entirely sure whether it would have been better to work on C# application instead of Java. But I feel like learning new materials could have benefited us more in the future.

Overall, even though there were a lot of mistakes we made as a team, there were also things that we have done well. Everyone always tried to resolve issues whenever they occurred. Team members spoke up when there was something concerning them and everyone always put in their best effort for the project. This helped building relationship among the team member,

making our teamwork more efficient. As for the project, starting from lab four when we did functional modelling and navigation design, the work processes were smoother and teamwork were more cohesive. I guess it is because everyone read more of the instructions about the lab and ask question whenever they were in doubt.

I feel like by implementing scrum into this project, it has been really helpful. One of the things that I like the most is the scrum role because by dividing into different roles, each members has their own goal to fulfil. I would like to continue using scrum in my future project whenever possible.