

**Oscar Marrero Engström**

*Monday 2022-09-05*

Today we had our first group meeting to brainstorm ideas for our project. Previous to this meeting we had devised a schedule for who shall act as scrum master each week during the course and today was the first time we tried out having one of the team members act as scrum master. This person chaired the meeting, and it went very smoothly.

The brainstorming session was very productive. Everyone had interesting ideas which were noted. We then proceeded to discuss what the scope of each idea would entail on a more technical level, both to ensure that we don't take on an overcomplicated task but also to give some insight into what we will be working with software-wise. Then each team member had the chance to vote on three of these ideas, and the one that got the most point be the one we will focus on for our project pitch coming up on Wednesday.

Today there was also a lecture with an added exercise on more details regarding scrum. Personally, I think it was really useful to attend this lecture since it laid some focus on the fact that we as a team will need to come up with our own epic and user stories since there will be no product owner during the development process. I think the "slicing-the-cake" exercise also provided useful insight into how user stories can be structured and how they can be further broken down into individual tasks.

I would like to put some work into reading about the hamburger method to be able to help my team in breaking down user stories into individual tasks. I think this will prove to be a crucial step during the planning-phase of our weekly sprints and I think it will help set up our team for success.

*Wednesday 2022-09-07*

Today was the day of our project pitch for the course. I was sadly sick and stayed home but worked together with the rest of the team remotely. The morning consisted mostly of preparations for the pitch itself, which my teammates told me went smoothly.

During the morning but also later in the afternoon we worked on our project mockup and business model canvas. I thought we had great teamwork on these aspects of the project but was a bit frustrated that I could not be together with the rest of team. It is much easier to contribute being physically present rather than remotely when the rest of the team is physically in the same room. I sometimes felt like I would be more a burden if I asked what someone said which I did not hear and kept quite instead as to not slow us down. I hope there is minimal need to work remotely for the rest of the project, but if this becomes an issue maybe it will be worth taking up with other team members.

With the mockup and BMC handed in, our resident expert in web-applications Wincent was kind enough to set up a Java Maven project with Spring. Since we will be doing some work with HTML, CSS and JS which I am not so familiar with I would like to make an effort to understand these tools better!