Lovisa Rosin

Individual reflection- study week 2

2022-09-05

The day started of with a project meeting where the main task was so brainstorm and hopefully come up with a project idea. We started of casually with everybody telling the rest of the group if they had come up with any ideas during the weekend and what kind of open source could fit with that idea. Every suggestion was written down on a post it-note which was placed on the whiteboard. From then we started brainstorming around those ideas, and we came up with a lot of other interesting ideas as we went. The whole brainstorming process went very smoothly and we all contributed well with extending or modifying each other's ideas. We narrowed everything down, and eventually voted about what project to choose. It feels like we're all content with the project that was chosen, which of course will make the project funnier to work with for everyone.

In the afternoon we had a workshop where we learned more about user stories and how to craft good ones. The vertical and horizontal backlog approach was very interesting, and I felt like I got a better understanding on what to include and exclude when it comes to user stories. The "solution" to the workshop assignment also showed how the user stories are built on each other, i.e. how you should start with something very small and basic, and from there continuing to add attributes, methods, modifications, etc.

2022-09-07

We started of with finishing our power point and preparing for the pitch. We started to design our mock-up where we came up with a general design for how the website should look like, and what kind of attributes we could include. Everyone got to pitch in their ideas for the design, and I think we got it to look really nice. We also worked on our business model canvas which also turned out nice. The project pitch went well, and it was well received by the TAs and Jörg.

We ended the day with finishing and uploading our mock-up and business model canvas, and also generally talking about the project, and what we should focus on next week when the actual implementation of user stories and maybe even some coding starts. I will try to get more familiar with Trello and how it works, but also try and investigate a little bit about how our project will come together. I have never worked with web application or frontend before, and I only really feel comfortable with Java so far, so my big "issues" right now is to get a clear understanding of how the big picture will end up looking.

There are people in our group that have worked with these things before, thankfully, so I'm not really nervous about us getting to stuck in the process or not knowing what to do, but I do want to feel like I can contribute with something, and that might be a bit hard since this is all very new to me. But I'm very excited about the project and I'm eager to learn more!