Bullet points:
- Pitched our project Run- and walk route generator.
- Started with the basics of the project.
- Found out the basics of the project such as the backbone (HTML and Java classes).
- Did a Business Model Canvas (BMC).
- Created one or two user stories.
- Did the exercise about slicing a cake.

Small words:
Alright! New week, new reflection. I feel like the overall setup of these weekly reflections has been good so I am gonna stick to it. Hopefully it works.

* What I/we achieved this week:
This week we've managed to accomplish a lot of things.

The group scheduled two meetings this week and on the first one, we as a group managed to choose one of 10(?) projects to create during this course. The project is a run- and walk route generator.
I think the project is pretty straight up and is doable, also I think there's enough of things that we have already discussed in the group that we can add/remove from the scope based on how much time we have.

We managed to define a good MVP for the project such as that it is only supposed to be able to generate a route based on different attributes such as elevation, lighting of the trail, accessibility for persons with disabilities etc.

If this goes easily one of the further scope of the project that I would like to do is to take care of the 'security' and safe feeling when going on these walks maybe through a share-your-position.

During the second meeting we sat down and started the project by doing the BMC and there we actually had to think over all of the different "topics". I think we managed to do a good job, realising stuff that we maybe didn't think about before such as "who's our target group? Do we only have one or maybe more?".

* What could have been done better:
I think that this week actually couldn't been done better. All of us were productive and gave insight during the meetings, some of us did the BMC, some of us did the backbone stuff of the project. I also liked our monday group meeting where we just did a "hat

exercise" that Lovisa, Wincent and Isak had done in another course about how to come up with an idea/think about an idea.

* Do I want to learn/understand something more?
Since our project is gonna be a combo of JAVA and HTML/CSS I would like to learn more about HTML/CSS since it has been a long time since I last sat down with it.

I would also like to be better at slicing down the cake (create user stories) but I think I will have to read up on the burger exercise that Jörg recommended.

* How can I help someone on the team to learn something new?
Maybe refresh my old HTML memory and teach others in the group that would want to learn. Also maybe how to set up an API could be useful to learn for future projects.

* What was my contribution to the team's application of scrum?
This week we managed to do tons of tasks that had to be done. Since the project has not really started yet, what we've done haven't been in the product backlog or sprint backlog but all of us acted as a product owner (PO) when agreeing about what we wanted to do.

* What was my contribution to the team's deliveries?
This weekly individual reflection and the BMC.

*Things to do for next week:
- Set up what needs to be done in the first sprint of the project.
   - Note to self: Start easy (set up the GUI, maybe show the map on the website).
- Make sure that everyone knows what they have to do for the week's sprint.
- Have fun and enjoy the project.