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Individual reflection- study week 3

2022-09-12

This week I was the scrum-master, which I think went quite well. I do think that a scrum master in a "real" project might be bit more responsible for other things and might do things differently, but from the assignments we assigned to the scrum-master in our social contract, I think I did everything I had to, and that it worked out nice. We spend all day planning and adding user storied to our backlog, and also started to get more specific about our design and what we want to provide with the application. I felt like it took a while for us to "get in to it" in the beginning of the planning stage, but at the end of the day we got all the user stories down. We also had our supervision meeting with our TA and answered the questions he had about our group and project, and that also went well. Something I want to learn and understand better is the role of the P.O. since I feel like that concept is still a bit abstract.

2022-09-15

This day we started with the project for real, and me and three other people tried out pair-programming which I think was really nice. Most of us are new to bootstrap and web development so learning these things and trying it out together was really productive. I feel like I learned a lot about it, and after Wincent explained the whole concept of the client-server aspect, and how we can integrate it in the project, that also got a lot clearer.

Overall, this week has been really productive and fun, and I think most of us has learned new things. I also feel like I contributed, not only because I was the scrum-master, but since we all stared working on tasks, and that feels really comforting since that was something I was nervous about not being able to do so much. I definitely need to learn more about bootstrap, client-server, APIs, and all the other components we're going to adapt in to our project.