

## Individual Reflection - week 4

This week was our second sprint of the project. We started the week off with a review of last week, which was a successful first sprint where we accomplished what we had set out to do. During the planning session of this week's sprint we made estimations regarding the effort for the user stories that felt like the natural next step. We did this by using planning poker and those who had rated the lowest and the highest effort got to explain the reasoning behind their estimation. It struck me while we were doing the estimation how much the experience but also personality in some sense affects the estimation, especially this early in the project. Those who had less knowledge about how to implement a certain user story tended to either go for an estimation on the lower end or on the higher end, and then move towards the middle when doing the second estimation. It also became clear that we in the beginning had different views on how much actual effort each fibonacci-number was worth, so we had to reach an agreement on that after we had done our first estimation. As the project progresses we will probably get more and more comfortable doing these estimations, making them a little more precise as well as making it easier to calculate our velocity. For the next sprint I want to get a better understanding of using KPIs since I think it would be a good idea to try to make an estimation of how much work we have left on the entire project. That way, we can get a better sense of how much work we need to do each week in order to reach our deadline at a somewhat constant pace. Making a burnup/down chart could be a useful tool for this.

The theme for this week has been to get a better understanding of cookies, that we use to store information about the settings a user makes when using the website. For this I have also reached a better understanding on combining JavaScript with html. I still spend a lot of time reading up on things that I am not so familiar with while still trying to contribute value to the end product. Apart from the meetings with the entire group, me and Lovisa have had meetings over zoom where we have discussed what we have learned and possible solutions to tasks that we have taken on together, as well as doing some programming. Since we are on a similar knowledge level, we try to teach and learn from each other.

On Wednesday this week we also had a guest lecture by Matthias Becker. He shared a lot of interesting lessons learned while using scrum in a professional context. The things that I will especially take with me is: how spending time doing research in the beginning of a project can bring benefit in the long run albeit not adding immediate concrete value, and the importance of making definitions of done on all levels of a project. What makes these lessons seem extra valuable to me is that they both make it easier to make an end product that is more robust and give a better sense of what needs to be done in order to achieve it. Knowing what needs to be done is important to keep the workload at a sustainable level, as well as making it easier to feel a sense of control during times when the workload is on the "heavier" side.