Bullet points:
- We have been working with KPI:s.
- Functional front-end of the application.
- Good effort estimation, great task management this week.
- Scrum master next week.

* What I/we achieved this week:
This week the main point that I felt we really hit the nail on was the effort estimation and task management. Since this is the second week with an effort estimation I felt that we have managed to iron out most of the first week's problems. I think we overall got a better feeling over how many 'points' was but it could also be that the tasks were easier to estimate in the way that most of us could get a good initial idea of how the task was supposed to be done.

Also I feel like this week we got a really good use of the scrum master and PO position since the scrum master had more tools (KPI:s) to work with and show the team how it is going. While I feel like the KPI:s doesn't really change how we are working, it is a great tool to use to get a view of how the sprint is going. I think that for the future I can use this to see if anyone is stuck with a task and maybe needs help.

For the PO I felt that he had a good vision for how the application would look like after the sprint and I think that it was an achievable vision. I also think that most of the group had the same vision and idea of where the project was going to land during this sprint.

To update about the application: As I said before, the front-end has been done. Now there's smaller stuff like design decisions and how the project is supposed to look like but the functionality is there.
I managed to set up a map and set up the functionality of mapping out the route based on received waypoints. There's also Victoria's work where the application now can get your position and mark your position on the map.

* What could have been done better:
To be fully honest I feel like this week couldn't actually have gone any better. Everyone of us had our tasks to deal with, none of us had too much or too little to do, and we all managed to keep the scrum master updated with the progress of the tasks which he then updated our KPI pie charts.

* Do I want to learn/understand something more?

The goal of next week is to learn how the SCRUM master's job is gonna be since I am the scrum master next week. I feel like I have a good idea of how the work is going to be and I think that I might try to achieve too much during the sprint but I will have that in mind and not set us up for failure.

* How can I help someone on the team to learn something new?
Since I am going to be handling the KPI:s I think I will get a better idea/oversight of the progress of the whole sprint progress hence I will be able to identify when someone needs help. Otherwise I don't think I need to do a lot more. This week I sent some tutorials on how to get the position of the user to Victoria and I think that's the best way to help others learn. In this way people gets a first step into how to solve the problem but then have to understand the implementation themself.

* What was my contribution to the team's application of scrum? What was my contribution to the team's deliveries?
I think this week my priority was more towards the programming instead of any tasks surrounding scrum outside of maybe doing the sprint planning and sprint review, which I actually think we have improved a lot on. I think the first weeks we only did the planning 'on the go' but now it feels more structured and that people know what needs to be taken up and discussed about. It also feels like people are more open to mention something than before.

For the team's deliveries as I mentioned before, this week I contributed with adding a visual map on the site and the functionality of having a dummy route and how it is supposed to look like.