

What do I want to learn or understand better?

In the last week I have learned from my business management teammates about the business model canvas and I feel like I have a better understanding of the way product development strategies and concepts are used in software development, such as value proposition. As we move forward and start working with sprints I want to learn how to do that well, by learning how to estimate our velocity in a sensible way, and how to split user stories into tasks of the right size. I think I will get better at this as we start to apply Scrum, but we will surely have to adjust to what we realise is a good way to do it.

How can I help someone else, or the entire team, to learn something new?

When we have been talking about developing our project as a web service, and which technologies to use, I have answered questions about the specifics of web development (what html, css and javascript is), and helped the business management students a little with git. I want to continue being a helpful resource to my teammates, especially since I seem to be among the more experienced with web development. As we go into the first sprint we have agreed to apply pair programming so that the teammates with less experience can learn from the more experienced ones (who will probably also learn something as a consequence of having to explain and answer questions).

What is my contribution towards the team's use of Scrum?

In the last week we all collaborated in writing some user stories and epics and also started using Trello as our Scrum board. I want to contribute along with the rest of my group when we start our first sprint, and I want us to get a good structure in our Scrum board, where tasks are easily tracked. We have not yet declared our Definition of Done, which I want to do in our next meeting.

What is my contribution towards the team's deliveries?

I helped out as we all worked on a mockup of the GUI, and gave input on the description of the project that Karin wrote, as well as the business model canvas that Henrik and Karin put together. In the first sprint my goal is to start developing, as well as make sure we all have a good grasp of the project structure and how to use the technologies we need for our deliverables. I will do this by being present as we work, both in person when I can, and on Slack as much as possible.