

# Personal Reflection

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## **What do I want to learn or understand better?**

At the moment I have no further experience in developing Web pages. I would like to gain enough knowledge to develop my own interactive Web pages in the future, for private and commercial purposes. To get there I need to familiarize myself with the languages used as well as frameworks and tools used extensively in Web development. These include the languages HTML, CSS, Javascript and the frameworks React.js and Node.js (as well as others I may see fit). I can start by watching tutorials and solving basic problems and thereafter emerge myself in larger problems.

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

As stated in the previous reflection I can contribute to discussions (in slack or meetings) and make myself available for questions by being an active member of the group.

As we approach unexplored territory (the languages and frameworks mentioned in the previous question) I may not have too much to offer. I will nonetheless seek out information to answers not necessarily related to my own work in effort to contribute to the teams success.

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

As a group we still have yet to set up roles for the use of Scrum. However, we did set up a few epics as well as user stories. To properly make use of Scrum I set up a Scrum board using Trello where we inserted our epics and user stories, of which I also made my contributions.

In order to continue developing the teams use of Scrum we can set up clear roles as of next week when we kick off our first sprint.

## **What is my contribution towards the team's deliveries?**

As the business management students in our group took the initiative to write the business model canvas I was not able to make sizable contributions to it. However, I did inspect the BMC and made my own suggestions towards improving it. I attended all meetings and made contributions to the mock-up and the idea behind it. My contributions also include epics and user stories for the backboard.