What do I want to learn or understand better?

Given that this is week we are embarking on our final sprint what I really hope to learn to get a better grasp on how to properly finish a product while working agile. It's hard to get the "final deadline" kind of thinking out of my head and replace it with a more agile way of thinking. I also hope to get a better grasp of how to do the demo next week.

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

At this point I feel like we know most of what we have to do. I am going to finish up the last touches on the UI and write some text for the application which makes it easier to navigate. Seeing we are going to demo the product next I hope to get in some final pointers with the group on how to make the application look appealing and feel easy to navigate. I was also able to help some of the others properly turn our database handler into a singleton class. This relived our program from a lot of bugs which was nice to see.

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

Like all weeks, I mainly contribute through participation in all of our planned activities. Seeing as this is the last sprint I have also made group evaluation and working on the demo a bigger part of my work.

What is my contribution towards the team's deliveries?

As I mentioned, for this last sprint I am working on getting the UI and UX ready for the demo. We have also started planning and working on the final report.

KPIs

Individual stress level:
     Start: 2
     Now (monday): 3
Individual level of satisfaction:
     Whole sprint: 4