

# Individual reflection – Alexander Lisborg

## Week 36 (workweek 2)

I had some difficulties getting into the course via antagning.se in the beginning, so this has been the first week for me working with my group Hoth.

- what do I want to learn or understand better?

Other team members have worked in scenebuilder before, whilst I've never used it, so I need to make sure I learn the basics of scenebuilder before we begin programming work on our project. This is to make sure I can contribute to the project which will help us all reach our final product.

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

I will make sure to uphold communication with my teammates about our work, by chatting and throwing ideas at each other I think we will all learn from each other. This is done through our discord channel and through our weekly planned meetups.

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

I am helping out by setting up our scrum sprint planning and documentation on a website called Monday, there we will be able to set up an environment where we can all easily access both our own and our teammates tasks as well as our group's total progress towards our sprint goal. User stories can be posted here as well.

- what is my contribution towards the team's deliveries?

So far, I've contributed by taking part of the meetings, voicing my opinions about how we should work in a more structured way and suggesting things like having a 15 minute meeting each Wednesday. I was late in joining the course and the team so I missed being part of the presentation and all of the preparation that went into that, my contribution this week and the week before has therefore been quite low compared to the others. I would like to contribute more in the coming weeks.

## Week37 (workweek 3)

- what do I want to learn or understand better?

I want to learn the definite scrum terminology thoroughly, I've grasped the overall ideas, but when it comes to details I still find myself not knowing certain things, reading a book on scrum would help with this.

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

I can present my new knowledge of scrum to my team so that we all get a better more by the book view of how we should work.

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

I've been involved in planning the meetings and in creating the scrum board and product backlog.

- what is my contribution towards the team's deliveries?

I've done much of the programming working towards the play flashcard, file managing and create flashcards user stories which have all been completed.

#### Week38 (workweek 4)

- what do I want to learn or understand better?

I noticed that my views on the MVC pattern and how it should be implemented in a project was a little bit off. I need to go over the MVC pattern thoroughly again so that we don't do anything wrong.

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

When its my turn to be scrum master, I want to be prepared for each meeting by having a protocol that I prepare for each meeting and share with the group. I am also thinking about trying to maintain one speaker at a time through raise of hands, this way I can make sure that everyone gets to speak and that multiple people don't speak at the same time. By adapting a more organized way of participating in meetings, the whole group will work more efficiently.

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

There haven't been any changes in how we work with scrum compared to previous weeks. I'm participating in all meetings and I'm taking an active part in discussions and decision making in organizing the scrum board.

- what is my contribution towards the team's deliveries?

I am working towards implementing the MVC and the edit set user stories. These were a bit delayed because I've been sick but should be done by Monday.

## Week39 (workweek 5)

- what do I want to learn or understand better?

I want to learn how to run javaFX code on my computer. There is an error which I don't understand that occurs when I try to run my teammate's code and I want to learn how to fix it so that I can view his javaFX implementations.

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

If I get the javaFX code to work on my computer, I can probably help the others fix their javaFX problems too. This would be very helpful since javaFX doesn't really work for half the group.

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

As this week's scrum master, I took the role as the meeting host and made sure everyone got their space to speak on matters and that the meetings were headed in the right direction. I wrote up a few points that we were to go through before the Monday and Friday meetings, these I later compiled into a Monday meeting agenda and a Friday meeting agenda that I shared with my team so that future scrum masters can use the same base points for future meetings, which leads to more structured and efficient meetings. Something I noticed was that the rule in the social contract about raising your hand when wanting to speak isn't really necessary. During this week's sprint we didn't abide by that rule at all, and it worked out well anyways. I think that is because we've all gotten much better at letting others speak and not interrupting each other, I think we got better at it when we spoke openly about those problems with each other.

- what is my contribution towards the team's deliveries?

This sprint I've written more than 400 rows of code in the View class and presented solutions to minimize the model class in an efficient way that is in line with the MVC model and that I think will be easy to use when implementing the new javaFX view.

## Week40 (workweek 6)

- what do I want to learn or understand better?

I want to learn how the FxController class is structured so that I can optimize it, which is a user story I will be working on next sprint. I don't plan to learn javafx or scenebuilder, because that would be unrealistic within my time frame, but if I just understand the basics of javafx I hope to be able to contribute more to optimizing it.

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

I can try to communicate how the FxController class works to my fellow backend developers so that they can give their ideas on how it should be optimized. I feel like one big problem

we've encountered is that other backend developers have no idea at all of how the FxController is going to work, and this poses problems when developing the methods to be used in the FxController. This team would benefit greatly if we all understood the basics of how javafx works in the FxController class.

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

I've participated in the scrum retrospect and reflected on how we structure our meetings, I've seen improvements in how long the meetings take after making the meeting agenda I created last week.

- what is my contribution towards the team's deliveries?

This week I feel like I could've contributed more. I got 0 user stories designated when planning the sprint, so I didn't really know what to do. I ended up working a bit with the other backend developers on a user story and spent some time rethinking the DataBase structure and came up with a work plan for the next week. I think I'll be able to contribute more next week and probably make up for not contributing as much this week.

#### Week41 (workweek 7)

- what do I want to learn or understand better?

We've hit the minimal requirements for the product this week. I have one user story to complete until Monday which is the Compress methods in FXController. And I don't need to learn anything new to be able to do this, so I would say that no, I don't need to learn anything new until next week, what I need to do right now is to finish my story and start working on the presentation and final hand ins. Something I would like to learn until my next project, however is ways of organizing meetings. As it stands now I only know one method of properly holding meetings and I feel like I would be able to contribute to much better communication through knowing and proposing a proper way of holding meetings from the start.

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

These last weeks I feel like most of the focus lies on reflection of our work as a team. I want to take an active roll in voicing my opinions about what has been good and what could be improved until next time. I also want to encourage the others to do the same and give them the space they need to do that during the meetings.

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

I've been active on all meetings and have told my team members to look at the meeting agenda during the start of each meeting.

- what is my contribution towards the team's deliveries?

I've been working on 4 user stories this week, which I feel satisfied with. I feel like I've compensated for not working as much last week by doing more this week, and I feel like the changes I've made have played an essential role in getting our assignment done in time. Much of the workload this and last week has been on Anthon, so I've also tried to make things easier for him so he can focus on his user stories.