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| Subject: Agile Methodologies | Semester Number: II |
| Student Signature: | Week Number: 3 |

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| **New Knowledge/Skills acquired** | This week was very exciting as I learned various story estimation techniques such as poker planning, bucket planning etc |
| **Existing Knowledge/Skills employed and improved** | Relative estimation rather than absolution estimation was required for user stories, my experience with handling similar projects gave me some reference on story points estimation. |
| **Context** | We had our tasks assigned and this being the last week before submitting deliverables we has to do some more hours for review of work done. One member was assigned task to research about estimation another was working on environment setup while I was working on finalising working agreement and prioritising user stories |
| **My role and responsibilities** | <ul><li>Finalising working agreement</li><li>Deciding story point strategy</li><li>Prioritising user stories for sprint 1 using MoSCoW</li><li>Allocation estimation points along with team members to user stories using Poker planning techniques</li></ul> |
| **Gaps in my learning** | I still have to work on time management skills for my project. More time can be utilized and made productive. |
| **Development as Software Engineer** | Estimating can never be accurate if done without reference of previous projects. I learned various strategies which can bring team together and everyone feels important. |
| **Which interactions did I value** | Prioritizing user stories for sprint 1 was the most valuable task this week. I might has some misconceptions in estimating but it won't be a setback instead I will take it as a learning for sprint 2. |