

What do I want to learn or understand better?

The sprint startup this time was more extensive than last time, and everyone in the team had clearly designated tasks. We decided to introduce short daily scrum meetings in order to give everyone in the team a heads up, which helped us gain awareness of how the project process was going. Overall, the motivation, work pace and communication improved as result.

This sprint I have also learnt how to handle and send pull requests, as per last individual reflection's learning objective. I have also learnt how to integrate the project with google authentication, allowing users to login using a google account. The next objective is to improve the design of the application, and if time is sufficient, implement a user rating system. To learn about mobile application design, I will read up on articles, and study how some other applications deal with design problems.

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

To tackle design problems, I will need to study how other applications handle it, and do some research. To have the entire team learn what I've learned, I can show examples (simple, drawn on paper) on some designs and explain why one is better than the other.

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

Reflecting in the sprint review, creating user stories with task breakdown.

What is my contribution towards the team's deliveries?

This sprint has been the most productive one for me, together with a team member, we have implemented a google authentication login, as well as profile system for the application. I look to continue this productiveness in the next and last sprint. What contributed most to the improve work pace was both the startup and daily scrum. The startup gave a clear understanding of what task I had, what I needed to do in order to complete it, as well as a better estimation of how much effort it required. The daily scrums gave better awareness of how everyone's pace was, and also worked as a reminder to work.