Individuell reflektion 3 - Henrik Tao

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What do I want to learn or understand better?

Currently, our group has created a scrum-board to structurize our working process. It contributes to the overview of the sprints and the project itself, allowing us to create an understanding of our estimations and how to estimate in relation to the group's velocity. I have got further insight in how an agile method works in aspects of team members and work process. However, my concern as of now is that I need to learn the components, features and structure of an smartphone application and how to develop one. I will be watching tutorials and ask team members to share their knowledge about app development in order to learn.

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

I have been providing assistance to the team members who has not got used to git. I believe it will get easier once they start to use git on a regular basis. At this moment I feel that I am the one who needs help to learn from other team members and not vice versa. Once I am comfortable with the IDEA (android studio), all the components and features I believe I will be able to contribute to both the application development aspect and learning aspect.

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

As in previous reflections I have emphasized the importance of the scrum-board. In my opinion I have been trying to reference back to the scrum-board during each meeting. By updating and discussing about the scrum-board the team members get a better view of how much we managed to achieve and how much left is to do during the sprint.

What is my contribution towards the team's deliveries?

This week I have been focusing on user stories which are connected to the development team and not so much on user stories concerning the code except for participating in code related discussions, for example, how to communicate between two mobile devices. My main focus this week has been getting git to work, provide assistance regarding git and its work flow and working on the scrum-board.