

**What do I want to learn or understand better?**

This last sprint, I've learnt about designing mobile applications, what some conventions are and how to implement them. If I would continue designing the application, my next learning objective would be how to make sure everything has pliancy (ex. button is clearly clickable) while also trying to keep a simplistic design.

The initial objective of improving my communication with the team has been progressing over the sprints and reached higher levels towards the end, mainly because of daily scrum meetings, but also by simply communicating what I'm doing and when. Pull-requests also helped with the communication, because of how efficient and fast another team member could test and review your work.

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

This last sprint I've used a screen share to demonstrate some design implementations, where I could explain why a certain view is designed the way it is, and what problems it combats, as well as its downsides.

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

Reflecting in the sprint review, checking in with everyone which tasks are done, which are not done and moving our user stories in trello.

**What is my contribution towards the team's deliveries?**

Since this was the last sprint, I and the team have prioritized fixing bugs, improving the design and making sure all the text are on the same language (swedish). We also managed to implement a working user rating system which the whole team tested with each other.