

What do I want to learn or understand better?

As of this week we have begun the scrum. This week has been the first sprint so we have made a lot of bases for the project. When programming we base almost every decision from what the stakeholder has said and thought rather than our own opinions this I feel has been helpful to create open mindedness since I know from previous courses where we have sometimes gotten too caught up in our own thoughts and ideas. I have not worked close with the stakeholder and have not been present during the interview. This is therefore still something I would like to learn more about. As for working as a team, I am usually alone programming or sitting together with others working on separate issues.

This week I have been working in pair where we solved issues etc together. I feel as if that is a step in the right direction to learning how to work better as a team since I am sure issues will arise that are needed to be combated. For example we were a pair of 3 but reduced it to 2 since we felt as it was to unnecessary. This is something that I would also like to keep learning more about during the process.

I feel pretty confident on the programming aspect of this project hence my focus will still being more on the theory behind doing scrums. We have done projects before but not with scrum. Since this is the first sprint I want to extend my understanding to why this process is to be used. It is one thing to read about it but actually executing the process will hopefully give me a bigger understanding. Also KPI is something that is completely new to me and is a topic I'd like dwell into.

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

I have a very well understanding of git and fxml since I have worked with this before. I have therefore gone through with some of the members how to use git. Where I showed how to do different commands etc.

For Fxml I have as I said worked with it a lot before. We divided up some user stories. So I have helped out some other user stories, that I were not assigned, specially on the aspect where we connect it all together etc. I was able to make a skeleton that everyone could use where I explained how it works and how to use it. We who have studied It are more used to this as well and in the programming part too. Therefore I think we have all been able to learn from each other

Some members had mac where everything got a lot harder. That was something we have worked together on to try to solve where we all could use our knowledges put together to solve most of the issues.

As I also said last week I am still feeling less confident on the theoretical stuff which I feel as if we as a group have done a very good job with teaching and explaining to each other what someone does not feel as secure about.

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

For the first sprint I have made the skeleton for git, a skeleton for the project and a skeleton for leading and connecting fxml. This all I did on my own so we as a group would have a clear and easier entry point.

I have worked together with Ebba on creating the code and gui for the rating panes. We have also connected these all to classes that are connected to the user so that it is accurately represented in the code. We put it all together on the homePage where they will all be displayed.

As I previously mentioned I also assisted in making sure that the mainpage connects all pages so that you can change pages. This I did together with Johanna.