What do I want to learn or understand better?

Last sprint we had a full week of work at full pace and we made extreme progress. I started working on the rating view and my team and I finished the entire thing so now it works properly.

For the coming week we have a lot of bug fixes to sort out as well as doing some user acceptance tests etc. For this reason I wish to better understand how to conduct a proper good user acceptance test so that we get the most valuable feedback.

In order to achieve this goal for the coming week I will have to rely on guides from the internet to help me understand how to properly conduct a user acceptance test. Additionally I will be revisiting some older courses where we learned how to conduct acceptance tests. Hopefully this will help me perform a usable test.

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

Last week I believe I was able to help other team members with a bit of frontend and design choices as I had put a lot of time and effort into it.

For this week I will be hoping to help the team learn about user acceptance testing as well as scenarios for presenting our final product. As I am one of the members responsible for creating the scenario and beginning to implement it so that we can demo our product next week.

To achieve this goal I will need to come up with a scenario that everyone is in agreement with. Additionally I will try to explain to the team how this scenario is effective and useful to use while presenting. Hopefully the presentation will give as much information to the users as possible.

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

Last week I focused on ensuring that we had productive stand-up meetings because I personally felt that they were lacking structure and didn't represent a typical stand-up. I believe we are slightly better this week and that is also largely down to the scrum master last week taking the role quite seriously.

For this week my goal will be to ensure that we all keep a good sustainable pace throughout the entire sprint as I believe that its important to spread the effort our

evenly in order to achieve a goal above our velocity. So I will try to be the driving influence on that front.

To achieve this I will prioritise the communication with the team and try to convey the knowledge I have picked up from working in a scrum team to ensure that we have distributed days with work as well as an average workload each day.

What is my contribution towards the team's deliveries?

Last week my contribution to the team's deliverables was very successful. I created an entirely new view and activity where users can rate other users and write comments if they wish to give feedback on a person's attitude during a specific commute.

This week we have been tasked with partly creating the presentation for our product come next week, as well as working on fixing the important bug we currently have. I believe the bug fixes will prove to have a lot of value for both the product owner and the users.

In order to contribute to the deliveries and serve value and purpose for the product owner we have to ensure that we complete the tasks we have taken on. This means that I will need to create a scenario to the best of my ability and really spend time on testing the bug fixes to ensure that everything works as it should. I can then integrate the two so that we hopefully have a fully working product that we can demo next week.