Individual reflection – Week3

What do I want to learn or understand better?

Last week my primary goal was to continue learning more about the scrum framework, both through reading and through practical experience. I have since been reading more about scrum and the different parts that make up the framework, such as daily scrum meetings, retrospectives and sprints. In addition to that I have gained more experience in setting up user stories and learned the importance of prioritizing them correctly, in order to maximize the value provided to the product owner at the end of each sprint. I have also gained a better understanding of how to organize a scrum board, which in our project is done on trello. My current learning goal for the upcoming weeks is to improve my knowledge of working in sprints. A big part of scrum is working iteratively, and that applies to learning as well. I hope to improve my understanding of working in sprints, getting better after every end-of-sprint retrospective. In order to further my understanding even more I plan to read articles and guides about scrum sprints.

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

I have during this week assisted team members in getting android studio and git working, so that they would be able to access the project repository. I have also shared knowledge about concepts regarding domain/design models. For upcoming weeks, I will help share what I know and learn from implementing my assigned tasks and also learn from other team members.

What is my contribution towards the team's application of scrum?

I have actively participated in the discussions we have had during our weekly meetings, discussing the sprint structure, scrum and user stories among other things. I have also helped adding user stories and revising older user stories so that we have a proper foundation for next sprint when we plan to fully start implementing the tasks in code.

What is my contribution towards the team's deliveries?

In addition to contributions previously mentioned like adding stories to the backlog, breaking old stories down into better sized user stories, and attending meetings I have helped laying the foundation for our design model.