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Individual reflection DAT256
Max Fransson

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Final Individual Reflection

What do I want to learn or understand better?

A

Since this was the last sprint, we focused on prioritizing the last user stories and noticed that while we had completed a lot of user stories during the course of the project, there were still several left that were deemed "non-essential" for the time being. I learned that the lack of time has the ability to affect the potential value of user stories immensely.

Specific to this sprint I also learned how to use logcat in Android Studio to create videos of the app being used, which could be used when trying to demonstrate to a product owner what has been added to the application during a sprint.

After using some parts of scrum on personal projects, I really understood how it strategizes your approach to completing a project, even if you are working alone.

As a whole I have become a lot more proficient at Android development and using Scrum methodology. I have learned lots about library management and Gradle (it took me longer than I want to admit to realize that it was basically Pip), using API keys to interact with a service offered by a 3rd party and how to utilize scrum during a software engineering project.

I learned about sprints, the different roles in scrum, strategies on how to estimate velocity, strategies for team meetings, sprint reviews, using the dashboard and the terminology that comes with it and generally a good feel on how scrum can be applied to almost any project.

B

In the future, I would like to apply what I've learned in this course in a "real project" with real costs and a designated product owner. I feel like you will benefit even more from using scrum when there is more work being done each

day, and I would really like to see how the increased time resource affects the way that I'm used to working with scrum now.

A ⇒ B
I will try to apply scrum methodology to other projects that are suitable for it during my time at Chalmers, which will hopefully prepare me further for a real-life scenario.

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

A
This sprint I felt like everybody was able to contribute to the project without any major hassles.

B
In the future I will keep affirming the value of standup meetings, since they really help removing obstacles preventing team members from contributing.

A ⇒ B
I will try to make sure that the team feels okay asking questions and make sure that the team understands the value of communication, to create a working environment as benign as possible.

What is my contribution towards the team's application of scrum?
A
I have continued as usual this last sprint, and I feel like I'm really getting the hang of using the scrum methodology. The dashboard is where I feel the magic happens, since it gives us all a tool for reflection, planning, and execution at the same time, when used during meetings and development.

B
For a future project using scrum I would really like to get better at user story breakdown. Sometimes they overlap or have dependencies which are not always made clear, or discovered during work with the user story. I would also like to see how the role of scrum master would influence the way the team adheres to scrum principles. I would also like to experience having a real designated product owner to be able to be more certain whether a story is completed up to expected spec.

A ⇒ B
I will practice breaking down user stories and hopefully get better with time. I will try to have the scrum master role and product owner featured more in a future project.

What is my contribution towards the team's deliveries?
A
I have contributed to our final team reflection through voicing my opinions as well as contributing with writing it. I did some QA on our application and removed a few bugs that I found as well as added some features (loading default profile image, adding functionality to search without a destination for the adventurous users). I filmed a usage scenario of our application that was used in our presentation.

B
In the future I will keep doing my best to make sure I contribute to the completion of the teams' velocity, by utilizing scrum methods and avoiding crunch scenarios. During this project we deemed testing not to be a priority in order to be able to deliver as much observable value as possible. To minimize technical debt in the future, I would also really like to allocate time to testing and verifying application functionality.

A ⇒ B
I will take what I have learned about velocity and how value can be delivered with me to my next scrum endeavors and hopefully improve over time.