**What went well during this Sprint?**

During this sprint, many things went well! We came up with a list of places of a certain type within a certain radius, sorted those by rating, filtered and plotted the highest rated points of different place types, and then created a route mapping algorithm which takes in an array of locations/waypoints as input! All of these took a while to get working, but they now work, and we are able to build off this in the next sprint!

**What problems were encountered?**  
There were many problems that we encountered, such as

1) getting used to how JavaScript works, specifically how functions interact with each other, and the timing of when they’re called.

2) functional issues with HTML and finding the correct function for the job. In HTML, there’s so many functions and methods, and it’s difficult to know which is the right one to use, and how that will affect your code.

3) Some teammates have been absent, so keeping in touch and coordinating tasks has been difficult.

4) When coding with other team members, it can be difficult to understand what their code is doing, and how to get your own code to work with theirs.

**Were these problems solved? If so, how, if not, why?**  
1) This has not been solved. There are still issues relating to this, specifically to an array that is empty when it shouldn’t be, and we’re not quite sure why. We’re thinking that learning about and implementing promises (along with our current implementation of callbacks) could be a solution to our problem.

2) This cannot exactly be solved, but we can learn and get more comfortable with HTML and JavaScript.   
3) We have maintained communication between team members through teams and other communication methods.   
4) Again, this is something that we need to learn and practice with in order to get used to it.

**What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?**

In the next Sprint, we can request that team members be held accountable for small, daily tasks even when they’re not in school. This way, we can maximize our productivity since (1) every team member will be actively contributing to the project each day, and (2) we can better distribute our workload over longer time spans.

As a team, it may also be worth the time investment to read more into JavaScript and how it works before rushing to further develop our code. Since we haven’t yet fully understood concepts like callbacks and promises (critical parts of JavaScript), we’re realizing that aspects of our existing code have to be changed/adapted to further expand out and integrate different parts. Thus, if we took time to properly learn JavaScript fundamentals and coding conventions as a team, that may save us time and effort in the future.