

What went well:

- Actual implementation of code.
- Completing user stories close to allocated time despite setbacks.

What didn't go well:

- Setbacks due to connectivity issues, inadequate paraphernalia, and loadshedding.
- Extreme lack of communication.
- Late submissions.
- Pushing unnecessary files to GitHub causing the build to fail on multiple occasions.
- Documentation disorganised.

What can be improved upon:

- Better communication across the board.
- Sticking to assigned tasks to avoid delays.
- Complete work before time to begin making improvements.
- Stop pushing unnecessary files to Github.