# Retro

## What we did well

* Teamwork
* Communication
* Organized (Took into account of the members’ Quality Gates)
* Allocation of Work to correct team members which suited their strengths
* Good Readability due to research and using the basics
* Encouraged Pair Programming as we assigned few members to more difficult tasks
* Followed SOLID Principles well – No Merge Conflicts (Open Close Principle)

## What we were lacking in/ holding us back

* Quality Gates (Due to core members being pulled for interviews on the first day)
* Github Server went down (Slowed down collaboration on 17/3/2022)
* Lack of knowledge on API due to handling
* A lot of testing and interviews caused certain delays
  + Prioritization had to be on this rather than the project at times

## What features could be added or improved on

* MOQ Unit Testing
* HATEOAS Link Handling
* Better Documentation for Swagger
* A GUI that implements the Swagger UI for Browser Support

## What helped us a lot

* Microsoft Documentation
* Earlier API Project gave helped us to get a basis