**Raymond**

**Problems & Solutions**

1. **Logout core feature was not completed**

Solution: Finish the logout LLD within the next sprint

**What went well?**

1. Authentication low level design was complete.

**Brent**

**Problems & Solutions**

1. **The low level designs for logout were not finished.**

Solution: Spend an extra hour at the beginning of the sprint to critically evaluate what the team is realistically capable of during the sprint so we are able to complete all work items on our sprint backlog.

**What went well?**

1. This sprint, team collaboration went really well. There was a good communication between my teammates and I when creating the Low Level Designs for Authentication. It was a lot easier to find a time where all team members could work.

**Gideon**

**Problems & Solutions**

1. **Authorization had a higher level of complexity than previously thought**

Solution: Since design of authorization proved difficult as did researching implementation on authorizing protected data/views proved difficult as well. Spending at least two hours researching documentation and designs to gain a thorough understanding of how to design the LLD for our web application.

**What went well?**

* We were able to have a design that utilized tokens for authentication to reduce the amount of logins required for a user.

**Vivian**

**Problems & Solutions**

1. Understanding what to do for the LLD diagram

Solution: It took me a few days to understand how to create the low level design. Next time, I should do 1-2 hours of research before meeting with my group to work on the low level

**What went well?**

1. Collaborating with the team for our meetings went better than before since we figured out our schedules the week prior. We found more time to work that worked for the entire team.

**Joshua**

**Problems & Solutions**

1. **Complexity of LLD Authorization** 
   1. The design of authorization proved difficult, especially on figuring out how to implement authorization at the class/method level across the application. Researching implementation on authorizing protected data/views proved difficult as well.

Solution: Spend at least two hours researching documentation and designs to gain a thorough understanding of how to design the LLD for our web application.

**What went well?**

1. Team collaboration is improving in terms of scheduling as we get more comfortable with transitioning to in-person classes.

**Long**

**Problems & Solutions**

1. **Authorization is more difficult than we expected as a feature to design our application. Authorization feature came out with more complexity that we thought since it spans across the application therefore making the design to accommodate every services difficult.**

Solution: We need to make 2 hours of research by reading documentation and designs before we head off into designing our own low level design of the system.

**What went well?**

1. We were able to have a design that utilized a token for authentication to reduce the amount of log in that is needed for the user.
2. The team communicated well over the week as well as scrum meeting in order to carry out the tasks that are assigned to each person.

**Conclusion:**

Authorization feature came out with more complexity that we thought since it spans across the application. Since every services will need to be protected by some mechanism, authorization require a lot of thinking and design in order to make it work with different controllers, methods and classes. And it is difficult to envision how it would fit and be used within our application.