Before we dive deep into the specific details of the project, we would like to share the good and bad team work decisions.

In the beginning of the project we decided to split tasks on weekly meetings and accomplish the work individually. However, this decision led to a huge volume of merge conflicts on Git Hub, and high debugging down time.

So we decided to split into front and backend teams, and to code together at the same room, and spend more time pair programming.

This decision allowed us to improve our team communication, which consequently decreased debugging time and the amount of merge conflicts, and increase productivity.