Total Retro:

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| **What worked well** | **What didn’t work well** | **What can be improved/Suggestions** |
| Team meetings were held regularly and on time | At the beginning, the team had some doubts regarding the execution of the stories. | Team should be more active during discussions. |
| Pairs coordinated well with each other | Initially due to lack of communication there were code merging issue | Bond between the pairs would have been better if they could be present in person while coding |
| Code review and knowledge transfer sessions helped all the team members to get error free code | Team members were reluctant to do the code review since it consumed a lot of time. | Knowledge transfer should have been done at an earlier stage.  Code review should be done on regular basis since it improves the code quality |
| Knowledge transfer sessions were held to improve the code quality | There were some understanding issues related to the story. | Team should have taken out some more time to plan and understand the requirement of the application so that everybody would have been on the same page. |
| Team came together to solve some critical issues in the code. | The issues could have been discussed earlier. | Time utilization could have been more optimal. |
| Regular team meetings helped the team to understand the working of each pair and suggest solutions if they faced any. | Meetings lasted for a longer duration which led to lack of participation of all the members. | Team discussions should be held for a limited period of time so that members will participate actively. |
| We were able to implement all the stories on time | Team members were having submissions, exams and interviews due to which there were timing issues for conducting the meeting | All the team members should try to adjust their work according to the meeting timings |
| Enhanced the look and feel of the app. | Every team member had a different outlook towards the UI which led to long discussions which slowed down the development process. | If the UI part  would have been discussed earlier it would have reduced the rework of designing |
| We used GitLab for managing the project and sharing code which helped in combining the code faster. | There were some issues during data pulling which led to breaking of the code. | All the team members should learn the concept of version control system. |