**Sprint 4 Retrospective - 01 MAR 2018-07 MAR 2018**

**Name:** Benjamin Eversfield

**What went well:** Sprint 4 had high workload in preparation for the work in progress presentation and all the work was done. Excellent team collaboration to deal with a number of small site issues and bugs that were lingering.

**What didn’t go well:** Had issue with session variables that ate up a lot of time unnecessarily.

**What could be improved:** When facing a technical issue I could benefit from walking away from it to gain clarity rather than persisting in frustration and losing time.

**Name:** Andrew Heath

**What went well:** We had a big push to get everything ready for the work in progress build, we communicated effectively and got all the parts we set out to do done.

**What didn’t go well:** We had simple errors that were scattered around the website that took a lot of time to fix.

**What could be improved:** Avoid making errors in code in the first place so we are not finding them when we intended to present the website

**Name:** Dylan Ellis

**What went well:** I always had a task to do and could meet deadlines well. Feedback from other team members was communicated effectively and I used this to make improvements where necessary.

**What didn’t go well:** When the work in progress was complete there were some small errors and validation issues with the image upload facility.

**What could be improved:** Better validation on image uploads.

**Name:** Habib Khan

**What went well:** Tasks which had been assigned to me were clear which allowed me to start the task I was assigned straight away. Work which is had completed I was able to get feedback from the team.

**What didn’t go well:** Database contained contain minor punctuation errors.

**What could be improved:** Ensure the data which is input is 100% accurate and no details are missed

**Name:** Tom Makey

**What went well:** Everyone contributed well to the final little touches before the work in progress build was ready. Good communication amongst the team and some good sessions sitting together fixing bugs.

**What didn’t go well:** Some of the bus we’re tricky to fix and took longer than expected costing us time.

**What could be improved:** Less errors means less bug fixes.