

## Sprint 4 Retrospective

<p>What went well?</p> <ul style="list-style-type: none"><li>- Excellent progress, almost all user stories have been implemented successfully.</li><li>- Communication between team members increased greatly.</li><li>- Task division was effective enough such that everyone was able to do their assigned jobs without waiting for another one to finish the job.</li></ul>	<p>What could've gone better?</p> <ul style="list-style-type: none"><li>- The design choices for some parts of the application were not the best.</li><li>- Consideration of usability of the application could have had more impact on our decisions.</li></ul>
<p>What do we want to try next?</p> <ul style="list-style-type: none"><li>- Make a detailed plan for the final presentation.</li><li>- Think about more design ideas for the main pages of the application to increase usability.</li></ul>	<p>What puzzles us?</p> <ul style="list-style-type: none"><li>- How to make a good presentation which is clear and shows all functionalities of our product?</li><li>- What is the best design for displaying the cards?</li><li>- How to fix the issue of images not being displayed when the app is deployed?</li></ul>