

What went well?

We got done with our two last user stories, and they both ended up really well both from a user-friendly experience and simplified code.

What went bad?

Some errors made when pushing to github led to some code disappearing which had to be redone and lost us some time. We also had some problems with errors when trying to update the travel planning text, as well as some alignment issues in the user interface. Otherwise this was a successful week.

What can we learn from that?

Make sure to not accidentally make rollbacks when using github. We seem to have a good grip on the scrum working method since we were able to deliver value as planned.

How can we use that new knowledge for the next sprint?

Well, we won't use our next sprint due to exams. But if we would, we would be extra careful not to make the same mistake again.