

Main Problems encountered;

Code perspective;

- 1) Was difficult debugging the user API because of the way headers worked in spring, and the basic authentication.
- 2) There was also an issue with modeling a many to many relation between the user and achievement, as exceptions kept being thrown in the code.
- 3) API's were also proving to be difficult to integrate, as some of them just weren't compatible with our project.

Team perspective;

- 1) There was a misunderstanding about the meeting times. Since no one really knew what was going on, everyone came at different times. This could be solved by just setting the times a little bit in advance.
- 2) There was also a bit of a miscommunication when it came to who did what. Due to this miscommunication, some members didn't know what to do and didn't really end up doing anything at all.

Adjustments for the next sprint

- 1) One main thing that can be easily improved on is the communication with the team members about what tasks they have to do. This could be done by making the tasks a bit smaller.

Reflection;

- 1) One of the things that we said we would try and fix this week, was to be better at communicating. Thankfully, this was achieved this week as people specifically tried to give an outline of what they were doing and when.