

Main Problems encountered;

Code perspective;

- 1) Was difficult getting the connection between the client and the server to be set up as the two components GUI and the database connection was not yet finished. Because of these dependencies, little progress could be made regarding the original issue.
- 2) There was also an issue regarding the scene builder, as at first we tried implementing the GUI without the help of a scene builder but unfortunately, it proved to be too advanced as none of us had used JavaFX prior to this project.
- 3) There were also little issues regarding IntelliJ and the frameworks and how some of them could not be recognized. There were also issues regarding GIT, and due to some of us not having the correct frameworks, we couldn't commit on the branch.

Team perspective;

- 1) When it comes to the issues regarding the team as a whole, there was just one main issue for this week. There seemed to be a number of issues regarding the day on which everyone was free to meet. We decided on doing it Wednesday, some members could not come and due to this meeting being so close to the one on Monday there was little to discuss, and a minimal amount of progress could be made. Hence, we decided to keep the meetings on Friday from now on.
- 2) There was also a bit of a miscommunication when it came to who did what. Due to this miscommunication, two members were working on the same bit of code. While this was good as it allowed both team members to get a feel for the problem, this time could have been spent elsewhere.

Adjustments for the next sprint

- 1) One main thing that can be easily improved on is the communication with the team members regarding what issues they will be tackling. This can be done in the Monday meetings.

Reflection;

- 1) One of the things that we said we would try and fix this week, was to spend less time on the setting up especially with regards to Maven. Thankfully, this was achieved this week.
- 2) Another issue we had was also getting JavaFX to work. Thankfully, that was also not an issue this week, as we had already tackled the errors last week.