# Week 12/13

*Posted by Thomas Shortt at Sunday, 25 October 2015 3:08:48 PM EST*

The team has continued to communicate well. Contact has been mostly Facebook and some team meetings. The team meetings this week were very productive and we managed to resolve many issues we had with development. Any other problems encountered were resolved over Facebook.

Because we had already completed the vast majority of the user stories required for our project, much of Sprint 4 has involved playing around with Bootstrap CSS to implement a new design of the website that better suits our client's needs. For many of our members, the only tasks they had was to copy their code from the previous design of the project and paste it into the new design. It turned out that this task was not a simple exercise and some code had to be adjusted so it could interact with the website appropriately. Other tasks in Sprint 4 were bug fixes and completing stories that had not been completed in Sprint 3. This meant the release plan had to be altered.

Because some tasks in Sprint 4 have taken longer than expected, we may not be able to implement every user story. There are two extra stories that need to be completed. However, our clients have told us that these stories a very low priority and it will not matter if they are not included in the finalisation of Release 2.

Our clients have given feedback and they seem confident that we will deliver a product that will satisfy their needs. They have improved their communication with us and have set goals that are much more reasonable then their previous requests. We hope that the final release will impress them and make them feel glad that we were their developers.