**Personal Book Library: Sprint 3 Retrospective**

What went well

* Adding the necessary buttons
* Adding more books to increasing size capabilities
* Improving aesthetics and security
* Writing the email script
* Removing books from the database

What didn’t go well

* Getting the API hosted
* Getting the email API Key published somewhere
* The frontend remove function to not have any bugs

What could be improved

* Not saving some of the difficult coding parts for the end, including the email script, so that we wouldn’t be struggling to finish them.
* Taking a long time on tasks that only certain team members can accomplish. Better collaboration could have improved the time requirements of certain tasks.

Challenges

* We did not have experience with dealing with private API keys and how to get it to work. We could use the key locally if we hard coded it in, but then when we pushed to Github, which is public, it would become invalid.
* When working with some of the functions, checking the database was required, which couldn’t be done on every team member’s computer.
* We struggled to figure out testing, as none of us had experience, especially with automated testing.
* We didn’t have knowledge on how or where to host the API since we are using .NET and we ran into many errors and issues before being able to get it running.