

What went well

- Team as a whole had a better idea of the end result and what we wanted to get done
- Team has gained a lot of experience in the technologies used, making production a lot faster
- We did a lot more pair programming/working on tasks as a team
- Backlog better reflects tasks allowing us to complete more goals and balance the workload better

What didn't go well

- There were quite a few tasks in this Sprint that were blocked until other tasks were completed
- A lot of our individual work had to be integrated together in this sprint which is always kind of difficult
- Due to external factors it was harder for the whole team to find good meeting times

What could be improved

- Our priorities in previous Sprints probably should have placed more focus on things that would be blocking tasks in this Sprint
- Testing environments should have been made at the end of sprint 1 or the beginning of sprint 2 as a foundational step rather than something added at the end
- Communicating requirements to other team members when tasks are blocked

Challenges

- When integrating Auth0 a lot of code on the frontend and backend had to be rewritten
- In the process of setting up testing database we exhausted most of our Azure student credits because of the configuration
- New bugs introduced when code is added to a different environment. A lot of the code that worked locally produced errors on the production server or on other team member's environments
- Troubleshooting for the production server took up a lot of time because every change required a new deployment and searching the logs to find errors. All of the errors were extremely ambiguous and had multiple proposed solutions so we basically had to try everything until something worked and make a ton of commits on main