**Flew Project History**

We started this project with lofty goals, having confidence in our collective knowledge and being able to figure out any issues. While we started out making promising progress, second semester came and caused us to reconsider some aspects of the project.

Many unforeseen technical issues have proved troublesome and led to delays in our work. Issues with APIs and access have caused setbacks, along with the normal time constraints of life.

We made some gambles with what we wanted to do and how we wanted to do it and it didn’t pay off. This caused us to reevaluate some aspects and characteristics of the project, just as it happens in the engineering world. We went back to our drawing board and had to refine some things, which has taken more time to accomplish and hindered the number of deliverables.