

### What went well

- Made progress on both frontend and backend
- We were able to create a visionOS app and tested that it worked well on the Apple Vision Pro in the lab
- We were able to use PhotosUI library to access the Photos app from the headset, connect it to WebSocket locally to send the photo and receive the response after the Hugging Face model is applied to the photo.
- We were able to use a model from Hugging Face to detect objects in an image.

### What didn't go well

- Takes some time to get credentials
- The Apple Vision Pro simulator only works on MacBook with Apple chips (like M1, M2, M3), instead of Intel chips. In the beginning, one of us spent some time trying to install Xcode on a virtual machine, but it did not work after different attempts. He eventually decided to purchase a new MacBook with an Apple chip to do the visionOS app development on Xcode.
- We still could not access the main camera on Apple Vision Pro to capture pictures in real-time because the API to access the main camera can only be requested to use from someone with an Apple Developer Program account for Organization. We are still waiting for Dr. Crawford to have the account set up.

### What could be improved

- We should create more branches in GitHub and create pull-requests for best practice when using Git.

### Challenges

- Trying to figure out how to get the lambda function working with the proper dependencies