# Lessons Learned

I would say the scope of my project stayed relatively close to how I imagined it. I wanted to be able to create your own roster and make substitutions while tracking the time played. I then decided to add target minutes for each player to know for sure how many minutes each player should play. The only major blocker I had was I wanted the first data structure to be a stack. I had to change it to a linked list so I could search through it to make substitutions. Other than that, I just had to learn some more elements of java fx.