Challenges and Lessons Learned

**Challenges:**

1: Long Design period

We spent a large portion of our time in the inception phase of our project. We could not agree on a good design and did not want to move on. We wanted to figure out as much as possible so that we would not run into any issues as we were developing and this caused us to get a fair amount behind in one of the project periods.

2: Different levels of coding experience

Our team had a diverse level of programming experience so this caused a lot development work to fall on a few members, which caused delays.

3: Language and Cultural Barriers:

Our team is one of the more diverse teams in the class and we had some issues communicating requirements as well as other items because of these barriers.

4: Difficulty grasping entire System

Our team had difficulty grasping the entire system. We could not figure out how all of the pieces would work together. This caused us to stall in our design phase as well as caused a lot of fixes to be done later.

**Lessons Learned:**

1: Communication is Key

Our team did not have the best communication on what everyone was working on and had a difficult time delegating task to team members as well as an issue with team members not following through on their work.

2: Software Design is Difficult

We spent a long time trying to plan our system and realized how much good design was a benefit when we went to develop our system. We also realized how difficult it was to plan a system well.

3: Using the Swing Library

We had never worked with a GUI library before. We learned some things about swing and tried to implement a type of MVC architecture.

4: AWS

We learned how to deploy a database to AWS.

5: Observer Patter

We learned how to implement the observer pattern within a system as well as use it to control our UI.