

We learned...

- We need to work on our estimations of how long tasks will take
- In consideration of the difficulty in implementing the image processing, we should have planned for and placed higher priority on building up the draw circuit use case in order to have a minimum viable product by the beta release
- We probably should have put more effort into the UI at the beginning of the project, since we underestimated how long the UI would take and how many issues and iterations would be required