**Challenges Faced**

During the development of our FinTech mobile application prototype, the team encountered several challenges across different project phases. These obstacles not only tested our technical skills but also strengthened our collaboration and problem-solving abilities.

**🔸 1. GitHub Collaboration Issues**

* When setting up our GitHub repository, some team members struggled with **inviting collaborators** due to unfamiliarity with GitHub’s permissions system.
* We also experienced **merge conflicts** when pushing different branches at the same time.
* Some files, especially UML diagrams and Figma exports, didn’t display correctly in the repository until we learned how to use folders and file types properly.

**Solution**: We conducted a short internal Git tutorial session and designated one team member to handle all pull requests and merges.

**🔸 2. Difficulty in Gathering User Feedback**

* Scheduling time with real FinTech users for interviews and surveys proved hard. Most users didn’t respond, and others were not clear about what they expected in the app.

**Solution**: We simplified the questions and used WhatsApp voice notes and Google Forms to make the feedback process easier.

**🔸 3. Figma Collaboration Delays**

* Figma real-time collaboration was sometimes slow due to poor internet connectivity.
* Some designs were overwritten because two members edited the same frame at once.

**Solution**: We used comments instead of editing directly and assigned specific screens to each designer.

**🔸 4. Time Management**

* Balancing this project with our other coursework and personal responsibilities caused delays in some deliverables.
* Not all team members were equally available during weekends.

**Solution**: We created a task calendar and adjusted roles weekly based on who had more free time.

Here’s a detailed and practical **Lessons Learned** and **Conclusion** section tailored specifically for your FinTech Mobile App Prototype project: