Challenges

* Converting ideas into actual diagrams
* Using software to make digital diagrams
* Learning SQL
* Creating a server from scratch
* Creating reusable code for using different interfaces (GUI, Web, etc.)
* Creating code with TDD in mind

Lessons Learned:

* How modeling can make the final code more organized
* Hard to distribute work with a team
* New grasp patterns and how to properly implement them
* Object oriented coding is hard to implement but worth it in the end
* Implementing agile/scrum is extremely important when working on big projects