LESSONS LEARNED REPORT

Project Name	FitBro
Project Sponsor	Yogesh Sharma
Project Manager	Yuval Glozman

What went well during the project?

- Our design/implementation of Model View Controller (MVC) was successful in showing the project and achieving our goal of creating a fitness tracking website
- Role delegation, as a team we had set expectation and assigned roles from the beginning of the project. Each one of our team members were assigned a role based on experience, understanding and ability to implement their skills. This allowed us as a group to work with our strengths and gave us great success in each deliverable/feature we had implemented.
- Experience gained, while our team started out relatively new, we were able to adapt well to certain problems and look past any shortcomings on the initial design as well as execution of our project.

What did not go well during the project?

- The backend framework we had used was MongoDB and Passport, our team was unfamiliar with using these two for a backend as we had not implemented it in a project before. As we had completed lab assignments in the ENSE 374 Lab our team became more confident in our ability to implement MongoDB and Passport and had learnt what needed to be done.
- Our project solved basic solution for the user to add workouts, save sets, and have an exercise bank. Some features we were unable to implement due to being out of scope for the class as well as not having been able to implement in 14 weeks were AI implementation for workout/exercise recommendations.
- In our presentation we had noticed that one of our pages had not been corrected to fit the page completely, secondary fault was not adding in our 3 base exercises ahead of the presentation.

What should we do differently next time?	**How will this be done?**
- Start development earlier	- Have a more structured prototype, business case and design selection phase so that we can start development on the HTML and CSS base sites ahead of schedule
- Better tools and matrices to decide the solution to implement for our project	- Use matrices and find out the best method to select a design to choose. Use methods learnt in previous classes like ENGG 123 and apply them to our project