**Things that went well for our team include:**

1. A well planned out project plan. This allowed us to easily see what our milestones were and decide what to complete each week. In terms of team planning, this was extremely beneficial as it allowed us to have a broader idea of what we wanted to do per week and help us better delegate tasks. Individually, this also gave us a better sense of what each person should do and helped us distribute tasks based on what people were interested in and what people wanted to learn/had skills in. Overall, having a set spreadsheet with all of the tasks that we wanted to accomplish in this time period and the scope of the project allowed us to easily split tasks and plan as a project. The key lesson learned here is to consistently think through action items before starting on complete milestones, as this will help all the team members know what they are supposed to do and accomplish for each milestone.

2. A well thought out design document. This allowed us to visually see how to design our backend and what we could change to add in certain concepts and actions by the user. In terms of team planning, having well thought out what users we wanted to include really helped us get a better understanding of what we wanted our product to look like. By allowing us to understand the different stakeholders in our product, Bluber really was able to address the issues we found among all of them. Individually, this also allowed us to keep track of how we wanted to design our backend models (through the drawings of the concepts on the design document) and help keep everyone on the same page, as all of the information we had planned before had been on this document. This was extremely helpful in merging everyone's individual thoughts and helpful to the individuals later on when they had their separate task of implementing certain concepts. The key lesson learned here is to have one document where all of the final ideas and designs are implemented so that everyone can easily refer to that document and be on the same page.

**Things that could have been improved on:**

1. Better communication among the team. Sometimes, because a lot of the time the work was asynchronous, our members were not fully aware of what everyone else was doing and had momentary spouts of panic. In addition, it was harder to get things done because not all of us were in person at the same time. Better communication among what each member was doing could have prevented all of this. In the future, we would send daily updates to the group on what has been achieved, what will be achieved, and what is blocking. In terms of team planning, this prevented us from meeting often as we had very different schedules and poor communication prevented us from meeting in person a lot, potentially decreasing productivity. The key lesson learned here is to send daily updates to prevent communication issues.