What went well:
- OAuth successfully implemented with creating new users/logging in existing users through google.
- Postgresql database implemented in google cloud setting
- Upload multiple bot functionality working as well as being able to run those bots in a tournament and get output logs.

What didn't go well:
- Docker implementation not working properly with upload/tournament code.
- Didn't get a leaderboard implemented. Will have to be pushed back to sprint 3.

What could be improved:
- Github branch management is currently all over the place. Some branches are not working entirely while others are missing just a few things to be functional.
- Getting docker set up would be helpful.

Challenges:
- Docker is a pain
- Matches between certain bots can take a very long time