What went well during this Sprint?

We made a server that can connect multiple different devices while all are operating on the same Wi-Fi. We figured out how to code in .NET MAUI switching from Xamarin as MAUI offers more up to date support for the libraries and tools. We made functioning apps, that use buttons and view models to change pages and customize the app UI. We made an app that can be used from an IOS device to send pings that can be read by our server. We made a basic square-clicking mini-game of sorts to test the server's ability to receive and share data.

What problems were encountered?  
Pushing things from our computers to mobile.

Switching from Xamarin to MAUI at the end of the first week of our sprint

We struggled to push our code to GitHub and have it function without thousands of errors appearing.

Making the client in C# send and receive information from the main server

Were these problems solved? If so, how, if not, why?

**To solve the pushing to mobile we used free provisioning for Xamarin.ios apps which allow us to send the code from our computer to our phone. We solved the issue of switching our development tool by just watching new tutorials and exploring the API. We fixed our GitHub by making Raj push the code and that happened to work, so we have discovered the issue is with mac and the compatibility. We fixed the client in C# by using WebSocketSharp and exploration of each method to discover their purpose and implemented that.**

What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?

**We do not need many changes because now that we have finished our tech issues we can begin working full force on our UI and server implementation. I think if we stick to our roles then we can finish our MVP fairly quickly and easily.**