# Problems I Have Faced in the Buc Hunt Project

* When creating a scaffold with Entity Framework in Visual Studio, I ruined the output of my section. Luckily, I caught it fast and found out what was wrong. You must select the correct context for the database you are working with when creating scaffolding with Entity Framework. If you create a new context, it will add code and the database will show up as empty. One way to check to see if your context is right is to run the program without doing the migration steps. If you receive an SqlException, you more than likely are not using the correct context. Since the database should already be set up, you should be able to connect to the database without instantiating a new context. This will save you a lot of headaches, as finding the solution to this problem is nigh impossible. I had to consult with a member of my team to pin down why this was doing this.
* When opening Visual Studio, if you receive the error TF249053: Team Explorer cannot write to the project list configuration file, you have to take the following steps:
  + Go to the folder C:\\Users\\*your username*\\AppData\\Roaming\\Microsoft\\VisualStudio\\*your version*\_*your id*\\Team Explorer
  + Graphical user interface, text

    Description automatically generated
  + Graphical user interface

    Description automatically generated
  + Text

    Description automatically generated
  + Graphical user interface, application

    Description automatically generated
  + Graphical user interface, text

    Description automatically generated
  + Go into the properties of that folder
  + A screenshot of a computer

    Description automatically generated with medium confidence
  + Uncheck the read-only property
  + Apply
  + Graphical user interface, text, application, email

    Description automatically generated