

### What went well

We had a great experience demoing our progress to the clients at TES to get feedback on how we've done so far and what particulars we need to change. Our transition to firestore did not force us to majorly restructure our project code. We were able to get over some major hurdles with figuring out how

### What didn't go well

A lot of time was spent on researching printing, which ultimately did not prove fruitful. When looking into printers and label makers, we saw that there was very limited access to APIs that would be compatible with the code base we currently have. Additionally, app alternatives that TES could use in conjunction with our app generally had very low reviews.

### What could be improved

Test cases could be more interactive: currently we are testing UI rendering only. Test cases that factor in interactivity from a user's perspective would allow for better confidence in a working UI. Having more frequent communication from here on out with managers at TES would be useful from here on out, since we are getting into small design choices that they will have to deal with every day.

### Challenges

Switching to firestore required getting over another learning curve, but we ultimately made faster progress. The Volunteer application was tested on a web simulator, but not on an actual mobile device, which caused some short-term compatibility issues. Furthermore, it can prove challenging to make sure that the UI is manageable for someone who is not comfortable with technology, as much of TES's user-base will likely not be technologically proficient.