The main challenge I ran into while working on Fault in our Stars was that I had never used the UI Toolkit package before.

I solved this by using the Unity documentation and stack exchange sites to learn how to use the package.

I had trouble getting elements to anchor to the bottom of a window and fill the extra space, but I temporarily solved this by fixing the size of the window.

In the future if I were to update this I would learn more about the UI Toolkit package and figure out how to get elements to properly anchor so the window can be resized and the preset list will expand to fill the extra space.