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| COMPLETED | CHALLENGES | RECOMMENDATION |
| What has been completed? | What challenges were faced? | What should we improve? |
| * UI implemetation following the provided design mockup * Recording and drawing of polygon on map whiles users walk around their farmland’s perimeter. * Collection of form data for recording farm harvest. * Register farm * Record harvest | * Time constrains. * Getting programatically getting map to zoom in and out. * Saving Geoshape data due to API bug/ failure | * Farmland recording flow should be improve to be more performant. Listening to location changes every second and drawing polygon in real-time can affect the general app performance. Intead of record the point every second while the user moves along the farm perimiter, we could make the UX more interactive, where it will direct a user to record each point point of the farm area by moving to all coners of the farm and then press a button to record the current position as part of the perimiter. * Since the applicaton is targetted at users with low technology lieteacy and access to modern infrastructure, I think the UI design should be more simplified to make it easy to to use. |

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