

## **Lessons Learned**

1. Importance of strong wireframes/storyboards. This made development a lot smoother as we had a consistent guide to go off of that we rarely had to deviate from.
2. Importance of division of resources / separable components. Being able to work on separable components and then have a simple integration once implemented made development easier once backend providers were implemented.
3. Finding good 3rd party libraries fit for specific tasks. We used `fl_chart` and `table_calendar` for graphing and the calendar journal feed respectively. These are simple libraries that provided just enough functionality for what we needed. There are other, “better” libraries out there for these tasks, but would have taken longer and been harder to implement due to the additional number of features these libraries would have come with. Using more simple libraries that got the job done was a good choice for this project.

## **Changes Made to Project/Design**

The only major change we made from the architecture was for calendar view for the journal making. We made it such that the entries appeared underneath the calendar instead of linking to the individual journal entry when clicking on a date. As there could be more than one entry per day, we needed to make all entries for a given day viewable by the user without additional navigation by the user. This was an oversight during the design phase, and needed to be corrected during implementation in order to maintain full functionality for the app.

Otherwise, we stuck to the initial general design laid out by the wireframes (with the exception of some style changes, such as animation on the login screen and a more appealing background for the app). The general MVVM architecture of our app stayed consistent with what we decided on for deliverable 2.

## **Connecting Lessons Learned to Design Changes**

Overall, we didn't have that many design changes, so our journey was relatively simple. However, it was easy to see throughout the implementation of our project that choices we made in the early stages of design with our storyboards and software architecture made it a lot easier to build a complete app. We were able to follow the wireframes closely and implementing the architecture was a matter of understanding how to put an MVVM app together in flutter rather than having to rethink our architecture. By closely following these two things, we were left with a product that very closely resembled what we had initially drawn up way back in deliverable 1. This meant that the only changes we needed to make at this stage were stylistic (such as adding animations for the login screen and a better looking background) rather than majorly changing the design as a whole. We knew that if we stuck to the wireframes we would end up with an app that was able to perform all of the major tasks we laid out for the initial deliverable, and that was a correct assumption. Other than that, the only other design change made was adding a logout

button, which was more of an oversight during the initial wireframes (we just needed to give users a way to log out if they wanted to) rather than a major design change.