Scrum #2

Team Crab

Notes:

* finish the why and how of the project
* finalize lo fi prototype
* decide which tech stack to use (LAMP stack or Flutter)
* decide on who to test our MVP
* talk to Adam Tilson about the machines for the server
* research about what other people have done
* using figma for gantt chart and hi fi prototype
* be more cohesive and communicate with group

Important note:

Make sure the app is responsive as we can get grilled by professors/ mentors when our app is not responsive when being used