Problems I encountered:

* With the graph, with the dates, how the model shows the graphic information. Solved it by changing the rules for the firebase.
* The main microbit code on the game. I had difficulty adjusting to the button and the loop, I overcome it by adding functions for button logic and other mechanisms.
* I had difficulty syncing up the python serial read and microbit send. I overcome this by having a time.sleep by one second for the python and microbit both wait 1 second to send and retrieve data.
* I had difficulty retrieving the code from firebase using python, overcome by changing a rule in the firebase to allow to read and write from the database.

Important pieces of code:

* The code on the microbit that gets the array of the button inputs and is randomised to the output and keeps on going infinitely until the user loses.
* The javascript code that pushes the label and data to the firebase.
* Python code that reads the serial code and sends it to firebase.
* The code that finds the average memory score compared to the age group the user is in.