

### What went well

- Creating a database schema and an effective backend to represent recipes and accounts
- Getting the basic UI layout planned, designed, and implemented
- Laying out stories and tasks and dividing them between team members

### What didn't go well

- Inaccurate time estimates for tasks
- Finding meeting times which allowed all team members to participate consistently
- Waiting too late to begin tasks which required more work than anticipated
- Creating an aesthetically pleasing UI
- Designing the UI on a fragment-based structure

### What could be improved

- Better attendance to meetings
- Time management of tasks
- Increased focus on the user experience and making it more intuitive
- Shifting to an Activity-based structure instead of fragments
- More accountability and collaboration between team members

### Challenges

- Meeting times and frequency
- Learning a new language (Kotlin) and Android Studio
- Login/Account Creation through external platforms
- Robust and well-displayed search functionality