What went well
Team was able to implement more features into the application compared to Sprint 2 (working Calendar, pantry, and search). The team had increased communication and more technical discussions compared to previous sprints.

What didn't go well
Unfortunately, we ran into issues with both frontend and backend systems causing us to not implement all of the desired features in the end (PDF generation, accessibility features like Text to Speech, Handwriting recognition, etc.). Since we did not fully understand the programming languages we were using (Kotlin and Ruby), we spent more time on syntax and the grammatical technicals than writing working code.

What could be improved
Overall, understanding and using the languages, services, and systems that we are most comfortable with and had most experience with would have helped us in the long run. Due to this new learning environment and pandemic we are living through, there were unforeseen complications personally that took away time from the project. As a whole, we could have done better estimating the possible complications that could arise and taken that into consideration.

Challenges
Learning new languages that we are not familiar with and using them for this project was a daunting task. We didn't completely understand what we were getting ourselves into by learning Kotlin and Ruby on Rails for the first time. Sticking with languages like Python for the backend and Java for the frontend would have saved us a lot of time and helped us complete all or more of our features.