TEAM MEMBERS:

1. Patrick Ishimwe (pishimwe)
2. Honore Ndayishimiye (hndayish)
3. Robert Ngabo Mugisha (rngabomu)
4. Bienvenu Murenzi (bmurenzi)
5. Schadrack Ngirimana (schadran)

E-HARVEST MOBILE APP EXPLORES PHASE

I. GOALS ACCOMPLISHED

The team completed the iteration's goal of working on feedback which was to design a home screen, update, delete, add, and search project and designing better button navigation. The team has been able to implement different screens planned for this iteration and also integrate firebase into an app.

During the planning of this iteration, the team decides to work on feedback first and work on the shopping cart and the team has been able to accomplish the iteration's goal.

II. TIME SPEND DURING EXPLORE PHASE

The team spent several hours working on the various app screens and integrating Firebase into an app, which took a long time. The team spent a total of 20 hours working on the feedback, which included designing the home screen, adding, updating, and searching the product screen, and integrating the firebase part. The team also worked for 15 hours on the shopping carts screen and related tasks such as updating, adding, and removing products from shopping carts.

During this iteration and previous iterations we learned important thing. We learned that most of the time expected to complete the task of a feature most of the time, it takes more time than what was expected.