**Transitioning to a more advanced GUI**

The hardest part about IoT was the implementation of the GUI. Java Swing is a very powerful library to implement a GUI in java, but since it’s slightly outdated, it’s a bit difficult to use. If we were to improve any aspects of HTR IoT, it would be the GUI by transitioning to a more advanced GUI development environment. The Unity Engine, for example, allows for smooth animations, as well as an easy-to-use user interface that makes GUI implementation a lot easier for the developers.