

Post production for this app was much better than what it was when we began. We worked well as a team and everyone has contributed something to the app. One of the biggest challenges, then, was getting started and fulfilling each role. It went from a difficult mess to something we could just add features to with little problems. There were bugs along the way, such as when the app was crashing continuously due to running out of memory, which we eventually fixed, and more problems with the app knowing which teams did and did not play on any specific week, as well as preventing this from causing overflow in the next week.

Overall, this was our best project in the class so far, and the most cohesive we've had as a team as well. We have all said at one point that we wished we had all of us as a team together from the start, which is rare for classes like this. Overall, good, skilled communication and development, with all of us helping each other with our parts. Because of this, we didn't have 3-4 different sections that would have been a nightmare to combine and integrate, we had one app we all contributed to.

We feel like despite the difficulty of the class and its "sink or swim" method of working on projects, it ended up with us actually learning something in the end.

Work Distribution:

Chad - 25%

Saifil - 25%

Bryce - 25%

Chris - 25%