

Challenges

- It was hard to keep documents up to date.
- Interaction between host and client was difficult to handle initially.
- Asynchronous games were hard to handle due to keeping the game state consistent in the database and between players.
- Deciding how to handle invitations.
- Passing the board between the frontend and backend.
- Dealing with ambiguity.
- Learning as we went for many of the necessary components like database, system testing, frontend, servers, etc.

Lessons learned

- To get feedback from the presentations for documents instead of making them just for the deliverable.
- Pair programming is very useful when you have team members with different skill sets.
- The game logic being on the frontend would probably have been a better choice for better UI response times.
- Starting earlier on iterations would have made things easier.
- Using organizational tools is very useful for managing a project with several team members.