# Iteration #2

### What Went Well?

* We did what we wanted in a timely fashion
* Language was picked up relatively quickly
* Tasks were planed out really well
  + Very understandable
* Everyone got their environments set up pretty quickly and with minimal issue
* Easy solutions to our problems
* Sending data is a lot easier than we thought

### What Went Poorly?

* Andrew research alone (he was not supposed too)
  + Research = writing code that “won’t be used”
  + He found the loophole
  + I did not remember how to do it
    - Maybe could have been remembered next iteration
* A lot of the bugs could have been solved by reading / thinking
* Had problems with JSON at first
* File hierarchy messy FRPG and Companion / can be laid out better
* Joel didn’t do a lot of pair programming
* Commands didn’t work as expected
* Tests/Checkstyles weren’t hooked up to git CI
* Poor communication about meetings

### What Can We Do Better?

* Stop talking about the same thing and argue about it
* Do actual pair programming - figure out schedules and availability / more communication on discords.
* Settle on a project layout / template before creating tasks
  + Server Needs to mirror FRPG
  + App needs structure
* Distributed the work better
  + Weigh tasks and distribute fairly
* Make vocab list

# Iteration #3

### What Went Well?

* Better pair programming
* Got a lot done
* Better understanding of keywords
* TESTS!!!!!!!
* Templating made stuff easier
* BOILERPLATE!!!!
* Better distribution of work
* Easy to find files
* Everyone is on the developer junk now
* More group experience
* Tasks were completed in a timely manner

### What Went Poorly?

* Still no CI
* Not much experience with provider vs notifier

### What Can We Do Better?

* Hook project up to testflight