**Conclusion**

In this team project, we learned some key points: time scheduling, development methods, and development tools. In the time scheduling section, after the actual execution of the tasks, we found that the longest time spent on the requirement analysis and definition was half of our total project hours. The time spent on functionality design is the second highest. The least time-consuming is about art design, such as the logo. At the selection of development methods, we chose phase development from the beginning, but after several meetings, we found that we needed agile methods that were more flexible and suitable for our application development. In the choice of tools, we looked at how to use GitHub to share documents during development. It provides each member access to all documents to make sure everyone is on the same page about our data and information. Greatly enhance the efficiency of our parallel operations.

Other things we learned in this project is how to work together to complete a project and use the personal strengths of our members to enhance the efficiency of the project. This experience is valuable. In the future, small tasks in life can also be treated as projects to take advantage of what we learn in the classroom and improve the quality and efficiency of life.