What went well
- Getting a ton of stats to build the model
- Communication among teammates. Daily meetings were quick and efficient, while break off meetings helped assist with debugging and researching solutions.

What didn't go well
- The use of Chaquopy Python SDK to communicate from front end to back end was learned to be inefficient.
- Complications with software (Android Studio & Emulator), led to slow production towards the beginning of the project.

What could be improved
- The prediction algorithm on the back end
- The way the server is hosted (should be done remotely)
- Improve the look and ease of access of the front end
- Fix some bugs such as selecting more than 4 players
- Adding more features to the front end (search bar, filter, home screen)

Challenges
- Finding the right way to connect the user interface with the python back end
- Getting the list of players to display and be formatted correctly
- Grouping the players appropriately for the modeling