

### What went well

- Website Completion.
- Video Demo using Powtoon.com.
- Using Firebase Firestore to store lineups attached to a user's device.
- Implementation of multiple lineups being generated.
- Functionality for the MLB sport.
- Fanduel and Draftkings Salaries being received from the API.
- Using an ESPN API to grab projections for NFL and MLB.
- Ability to filter player selections based on the player's position.

### What didn't go well

- Fixing prior test cases to fit new functionalities put in place.
- Time constraints of the project required us to leave behind a few features such as an export button, settings tab, and page of your favorite sports.

### What could be improved

- The Web Services being used for the app. The free version auto generates a new IP address randomly which causes breaks in the code until noticed and resolved.
- Documentation of development processes carried out by the team.
- Allocation of more time for bug fixes.
- Scroll views in the My Lineups page should be extended to scroll further down.
- Optimized modelings for MLB and NFL.

### Challenges

- Parsing data correctly to be sent into the Firebase Firestore.
- Troubleshooting last minute connectivity issues with Amazon Web Services.