What went well
- Set up an EC2 instance with Amazon Web Services.
- Grabbing the new slate from the Draftkings API.

What didn't go well
- Functionality with restraining the amount of players selected
- Implementation of the filter dropdown menu

What could be improved
- Using URLconnection in the checkURL class to validate a URL. Must separate network activity from the main thread.

- Need to add a "remember me" button to the login so the user doesn't have to log in every time they open the application.

- The overall appearance of the front end.

- Login class, "remember me option" to prevent discrepancies in the Register class skipping straight to logged in page.

Challenges
- Creation of JUnit Tests to check if an exception was thrown.

- Understanding the difference between checkboxes and a ListView that contains checkboxes. It is harder to access elements in the ListView.