# Sprint 5

# Features Implemented

* Beginning database.
* Added new pages to the app.
* Added new documentation for deliverable 3.

# Issues Fixed

* SRS documentation comments.
* Sequence diagrams comments.
* Fixed some coding bugs with uninitialized classes.

# Changes Made

* Updated user interfaces.
* Added User options to edit, delete, etc.
* Changed password requirements to have length/character requirements.

# Changes Made

* Scrum Master – Abdullah Karim
* Product Owner – Ethan Levy

# Implementation Review

The code is quickly getting to a state where it has the baseline features desired for initial release. We are all incredibly happy with the rate at which progress has been made, and we think we will be able to relatively easily implement most desired features within the scope of the semester.

# Scrum Review

In this sprint, we continued heavy development of the code, the most development we’ve done in a sprint so far. We all downloaded and began using Android Studio, and each of us began working with it to try to gain a better understanding of how it works. James continued to do the most development due to his new free time and his excitement at the start of development. We also updated a lot of our documents that lost us points in the last deliverable, like the sequence diagrams and the SRS document.

# Tasks for Next Sprint

* Continue development of the statistics pages for the app.
* Begin development of game mechanics and task selection.
* Continue development of User registration and login/deletion.
* Update documentation and begin the process for deliverable 4.