# Sprint 6

# Features Implemented

* Continue working on database.
* Added following new pages to app:
  + Game Selection
  + Demos for users
  + Game Creation
  + Game Selection
  + Game Stats
  + Login UI (updated as needed)
  + Register User Database (updated as needed)
  + Statistics (updated)
  + Test Backlogs (updated as needed)
  + Project Description (updated as needed)
  + User Select UI (updated as needed)
* Create new documentation needed for Deliverable 4.
* Update documentation from previous Deliverables.

# Issues Fixed

* SRS documentation.
* GitHub Distribution (if possible).
* Design Pattern and DCD documentation.
* General coding updates and debugging on all of the application classes.

# Changes Made

* Updated Login page
* Updated Statistics page
* Edit User Page
* Logging into User Page

# 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.