Capstone Weekly Update #8 (04/02/2018)

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1. Progress:

* SharedPreferences (a way to share data between activites) now doesn’t delete other activities’ data when it shouldn’t (this was causing problems that took forever to debug) (3 Hours)
* Running Data is ready to be sent to the database in a neat and easy fashion (3 Hours)

1. In the coming week:

* Use AWS to create an instance that can store a small database which I will use to store user’s running data/profile on (10 Hours)

1. Changes Identified:

* The Game part of the app may not be finished (at least in an enjoyable/interesting state) by the time the project is due.