Features implemented:

* Profile screen - displays edit window. Window shows the current state, if it exists.
* Water screen - users can now select how much water they would like to add to today’s total.

Issues Fixed:

* AsyncStorage implemented for multiple components
* Broken water screen layout fixed

**Implementation Review -** What went well in the implementation, what problems occurred, how problems were solved:

There were several issues with AsyncStorage. Problems included: unfamiliarity with the system, and necessity of additional components for effective use. Hydration storage implementation went well. The concepts from Hydration storage were fairly transferable, however other storage features provided their own challenges.

Changes Made:

* Water screen - user can now select water amount to add instead of only being able to use 8 oz

What Will Be Done For The Next Sprint:

***Hydration interface***

Improve UI

***Nutrition interface***

Nutrition screen will need to make manual food entry functional beyond theoretical storage.

***Profile Interface***

Profile interface will need to launch a one-time onboarding display for new users. This will allow us to store initial user values. We also want to encourage users not to use our app in place of more established resources (such as healthcare providers and government resources). The settings screen will have a tab with links to resources and legal disclaimers for our application.

***Scrum review -*** What went well in Scrum, what could be improved, and what changes will be made

The team is using scrum effectively to develop our application, maintain communication and work as a team. DasTechnik is beginning to understand our development pace to improve our completion estimations. Stand-ups occur twice per week and have been incredibly beneficial to allow the team to discuss blocking issues.

The next half of the semester will create a greater need for team communication. We are exploring virtual resources to maintain personal communication and not hinder development.