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1. **Revamp Resource page**
   Early last semester, we had implemented our resources page. However, after we started implementing the other pages, we thought that the resources page was very simple. Therefore in this sprint, we wanted to make this page more appealing and user friendly which I think we did successfully.

2. **Access database to receive check in results**
   For the check in results, we needed to send the data across all the pages. This is because the animal page can be accessed through any of the pages. Therefore, we calculated the happiness scale value from the check in page and had it sent through the constructors of each page so that we avoid losing it.

3. **Have animal's emotions reflect the results of check in page**
   The animal initially always was in the happy phase. We wanted to link the emotions to the quiz answers. The check in quiz stores a number or happiness value in the database which we retrieved and linked to the animal. If the feeling was under 50 the animal will be sad, values between 50 and 80 would be ideal and 80 or above the animal is happy.

4. **Make sure password checking in login page works correctly to maintain security**
   As for the login page, previously we were not hashing password entered and comparing it to the database. Instead, we were simply using the plaintext and comparing the plaintext in the database which was a huge security concern. Therefore, for the sprint we ensure to hash all passwords being saved to the database and when a user inputs their password, to hash it and compare the hash values to the database to maintain security. This way, if our database were to get attacked, the attacker is unable to extract any sensitive data.

5. **Fix the word game so that when new word is clicked, it goes to next word**
   After incorporating the word hunt game into the app, the new word functionality stopped working. In this sprint, we got it back to working so that when the new word button is clicked the letters reset and the user is given a brand new word.

6. **Add a back button to the word game so that it can exit**
   In the word hunt game, we did not have a back button to exit out of the game and go back to our main page. So for this sprint we decided to add a back button to allow us to go back to the games page screen.

7. **Develop code to check journal entries for trigger words**
   This was completed by writing an algorithm that links the journal entry page to the excel sheet that has all the trigger words that we had created at an earlier sprint. The algorithm works through the excel sheet looking to match any of the words in the sprint to the excel sheet - if such a word is found you get redirected to the resources page so u can have access to all the resources you might need. If none of these words are detected you will just be redirected to the new page.