```dart
import 'package:flutter/material.dart';
import '../utils/storage.dart';

class SettingsScreen extends StatefulWidget {
  const SettingsScreen({Key? key}) : super(key: key);

  @override
  State<SettingsScreen> createState() => _SettingsScreenState();
}

class _SettingsScreenState extends State<SettingsScreen> {
  final _pinController = TextEditingController();
  String _status = '';

  Future<void> _changePin() async {
    final newPin = _pinController.text;
    if (newPin.length == 5) {
      await Storage.savePin(newPin);
      setState(() {
        _status = 'PIN changed successfully!';
      });
      _pinController.clear();
    } else {
      setState(() {
        _status = 'PIN must be exactly 5 digits.';
      });
    }
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('Settings'),
      ),
      body: Padding(
        padding: const EdgeInsets.all(20),
        child: Column(
          children: [
            const Text('Change 5-digit PIN:', style: TextStyle(fontSize: 18)),
            TextField(
              controller: _pinController,
              maxLength: 5,
              keyboardType: TextInputType.number,
              obscureText: true,
              decoration: const InputDecoration(
                border: OutlineInputBorder(),
                counterText: '',
```

```dart
              hintText: 'New PIN',
            ),
          ),
          const SizedBox(height: 10),
          ElevatedButton(
            onPressed: _changePin,
            child: const Text('Save PIN'),
          ),
          const SizedBox(height: 20),
          Text(_status, style: const TextStyle(color: Colors.green)),
        ],
      ),
    ),
  );
}
}
```