* Develop feature set additions and bug fixes
  + **Scoring**
    - Completed **score summaries** and **UI reorganization**
    - Automatically update **scores** when user saves/persists **changes**
    - Fixed issue – changing between **scoresheets** now updates the **scores UI** (before, changing did not update)
  + Improvements to the **score visualization**
    - Improved general readability
    - Fixed issue – automatically load the first **score visualization** as a default (before, the 1st **visualization** was always loaded, even if the user shouldn’t have had access)
  + Persist **Score Details** when Navigating
    - Fixed issue, Data is now persisted within a session for the **scoresheet**. (Before, data wasn’t properly being stored across page navigations)
  + Apply Role Based access to extra dropdown menus in the primary Navigation bar for **certain classes** **of** users
    - **Certain** Users have a limited amount of access based on their role (before, they would be able to see the navigation items for more of the legacy ***ENV***)
  + Begin work on **Planning**
    - In Progress – The goal of this page is to allow users to modify a **scoresheet** after the initial upload, so far (as of Apr 7th)
  + Improve Initial Landing Page of legacy ***ENV***
    - Include 4 options for one-click navigation
    - Improve the visual and design aesthetic
* Determined usability of **new** ***ENV***
  + We started with introductory conversations, but plan to continue working towards goals as we modernize
  + The technical debt of legacy ***ENV*** (Angular 1), specifically the monolithic architecture, limits the integration – we’ve decided that the main path forward is to modernize
  + Implementing in an iFrame is not a good idea, especially since there are ways of deploying the entire monolith into the new***ENV***