For our final sprint, our focus was to tidy up the messy bulk of the project we accomplished in sprint 2. Because of this, we found that there were a plethora of smaller tasks to take care of. For this sprint, Pete was still going to focus on the database implementation and work on ensuring that data was pushing and pulling correctly to our remote Firestore database. Avery was still focusing on the aesthetic of the app and the login screen, and Bryan and Paul were applying recycler views to our remaining screens to ensure that all of our data, no matter how much, would be able to be displayed appropriately throughout a scrollable screen. During this sprint, Pete successfully managed to get data from the database mapped to objects and screens that Bryan and Paul had implemented.

By the end of the sprint, Avery had redone much of the color scheme and overall look of the application. Pete had successfully implemented database access for everything stored in it. Paul and Bryan had expandable views set up for the different pages displaying information and Paul had implemented the screen to allow new donations to be added. The third sprint, as it was our last, truly felt like a sprint as we were scrambling to get final details touched up by the end, but overall it was very successful. The application managed to implement nearly every feature we had set off to, even if it the path we took was nothing like we had originally planned.

During this sprint we all ran into a few troubles that were in turn overcome. With so many smaller details to implement, it was much more difficult to divide up the work in a way that made sense as many of these features were smaller. To accomplish this effectively, we all staged our changes into many more detailed commits on our respective branches and Bryan made sure to keep up with merging features into the master branch as often as possible so no one person diverged from the others for more than a few days or on a couple features. Because of this, we were all working with a much more collectively up to date project and

experienced next to no merge conflicts as opposed to the many that were seen in the previous two sprints.

As this was the very first time that any of us had ever worked with Android, it was a massive learning curve for all of us. We can only imagine how much we would have been able to accomplish if we had prior experience, but overall every one of us learned a ton about how android apps function as well as how screens display and interact with each other. Overall this project was an extremely valuable learning experience and a great way for us to take our collective knowledge bases and combine them into a workforce similar to that which we will be experiencing in the coming years.