

## **What I did**

For sprint 3, the feature I focused on implementing was the habit notifications. It will compile daily, weekly, and monthly incomplete habits and send a formatted email to the user using Gmail SMTP service. This happens every morning or the user can also manually send it to themselves.

I also worked on redesigning the habit display with a more readable table format. Now the habit display clearly distinguishes each habit from each other, all the data is properly aligned, and buttons are color coded making it a lot easier to understand at a glance.

I also worked on enhancing the user experience for the dashboard and landing pages. The landing page is more inviting and it has a lot more flavor compared to before. I modeled it after many other popular websites' landing pages. The dashboard also now shows random motivational quotes for habits and incomplete tasks.

## **Challenges**

The first challenge that I faced was figuring out how to really set up the email notification. Fortunately Google has a very helpful guide on their workplace admin help center. It's also convenient since Django does not require direct password authentication, I was able to use a Google app password in Django's settings to keep the email setup secure.

## **What I learned**

Other than Gmail's SMTP service, I was able to learn more about the interaction between frontend and backend components through my work in this sprint. I also have been interested in utilizing Bootstrap into our project. Even though up to this point I have been using plain CSS to format all of the content, I feel like I would be able to deepen my knowledge by implementing Bootstrap for the remainder of the project.

## **What I could improve**

Though it feels repetitive to say, more planning time would have been very beneficial to this sprint's work. I found myself having to backtrack a lot. Also if I made the decision to use Bootstrap from the start, it would have streamlined a lot of the UI work.

For the next sprint, I will focus on implementing "gamification" into our application. Learning from this sprint, I did some extra planning by myself to design the leveling and ranking system to make sure I nail it with less backtracking. I have already started to implement it and I can say it is going well.