What each team member worked on:
Adrienne worked on research for email and SMS verification, communication, out of app reminder notifications, and detailed test cases. Chris worked on challenges displaying for searches, search and filter functionality, landing/home pages, detailed challenge view, and updates to storyboard and DBHelper along with UI connections. Shradda created the athlete UI, team creation and signup UI, as well as the code behind team creation and signups and collaborating on challenge functionality for athletes. Farhana added functionality to the challenge form and objects, implemented new UI in the challenge activity and updated DBHelper to accommodate, implemented formatted challenge objects in a RecyclerView, researched and began implementation of MailGun API for email verification.

What was accomplished:
Several fixes from Sprint 1 material as requested by the client were implemented. More required functionality was added, focusing on the view and functionality of athlete type users. Significant strides in areas such as notifications, automated testing, expanded database functionality, and email verification have provided ample setup to complete the few features that remain unimplemented and pave the way for finishing and polishing in Sprint 3.

What issues we encountered:
Continued struggles in scheduling to accommodate class, work, and other obligations among group members. Some loss of momentum from the rush of Sprint 1. Difficulties with external verification methods, finally resolved after a 4th attempt at implementing MailGun. Difficulty adding more logic and hard numbers to challenge logging and app functionality that relies on unfamiliar APIs and resources.

How might we need to modify our goals:
While in Sprint 3 we plan to optimize our code and ensure the UI for the app is consistent, intuitive, and appealing, there are still a few tweaks in functionality that must be completed to fulfill the base requirements for the app. All of the final touches on functionality will be completed immediately, and the remainder spent making the code and UI better.