/*UPLOADED UNDER SPRINT 3*/

Done:
singleplayer game class - keeping track of things - Henry // API endpoints ✔
Generate a set of 20 questions ✔
Showing question screen after entering name - Matyas ✔
Being able to answer + <mark>validation + score increase ✔</mark>

      Backend - Vlad, <mark>Henry ✔</mark>
Show new question after answer - Andrei ✔

Timer
      UI - ✔

Tentative:
UI Functionality - Andrei **? (short)**
Show leaderboard after 20 questions - Tom ?, Henry
Put score in leaderboard - Tom ?, Henry
<mark>Go back to main screen - Tom ?, Henry</mark>
<mark>Play a new game - Tom ?, Henry</mark>

To be Improved:
- <mark>**Timer in general w/ thread blocking - Andrei, Matyas**</mark>
- SOFTWARE TESTING IN GENERAL
  - Tests of mock repository on backend. - Henry

  - Client Side testing - (Vlad)
- Fixing the getRandom method in the ActivityRepo in the case that there are no activities loaded (very small) - Vlad ✔
- Game end event, not using a bad request to indicate the end of a game, but rather creating a new endpoint which indicates the number of questions left in the game - Henry,Andrei - **send null**
- Wrapping of text inside the buttons on UI - Andrei
- ActivityRepository loading - Vlad ✔
- Timer text moving - Matyas (small)
- Full screen (screen resizing) - Matyas (small)
- Estimate Question: Activities are duplicated on screen (not intentional) (**Consensus**)

Refactor + fix single-player UI so it's fully ready (from clicking on submit to the last question) - Matyas, Andrei

Upcoming Tasks:

#19 - Entering a name so that it can be used in a multiplayer game (validation that it already doesn't exist in current waiting room)

#22,#24 - Creating a Multiplayer Lobby

Multiplayer UI

#25,#26 - Reaction buttons, and Joker buttons (respectively) on UI

#28 - Information Box UI

#29 - Displaying questions (**multiplayer**, this will share similar aspects to the singleplayer variation)

#31 - Multiplayer list UI

#36,#38,#39,#40,#41,#43 - Jokers