During this sprint, our team made significant progress in developing our web application, completing several of the planned features. We organized ourselves into two main groups: frontend and backend, aiming to divide the workflow efficiently. The frontend sub-unit, composed of Alberto and Aaron, focused on user interfaces and user experience, while Cristian, Javier, and Raúl concentrated on backend tasks, focusing on implementing the application's logic and functionalities.

Among the tasks fulfilled by the frontend team, we remark on the user profile editing feature and the visual enhancements made throughout the application. On the other hand, the backend team developed crucial functionalities such as game session creation, the system to join those sessions, and an initial version of the achievements system with its creation, editing, and deletion features. Moreover, they implemented a logging system for past and current game sessions on the administrator side of the application.

More specifically, the work focus of each team member was the following:

- **Alberto and Aaron** worked in parallel on the front-end development. Aaron created an initial version of the visual interfaces for game session creation, the waiting listing, the home screen, and the achievements screen. Alberto refined details such as buttons, the dropdown menu for the profile menu, and the game screen itself.
- **Cristian** worked on the profile editing. He modified the structure of the Users table to include the necessary additional fields. After that, he explored various methods for adding profile images (considering LOB storage or storing images in the database), ultimately deciding to implement predefined profile images, that can be unlocked through the achievements system, in the future. Regarding profile editing, he is working on refreshing the JWT token to avoid involuntary session closures when the username is updated. As a last resort, a forced logout implementation is being considered.
- **Raúl and Javier** focused on the business logic implementation. They created the entities for achievements and game sessions, along with all related classes to ensure proper backend functionality. Following this, they tested these features to ensure integration with the front-end, developing the front-end functions for API calls related to game session creation, joining sessions, and CRUD operations for achievements.

Regarding creating the documentation, we divided the tasks as follows:

- Cristian and Alberto drafted the general system specifications, including the basic victory criteria and essential game mechanics.
- Raúl and Javier elicited user stories and created mockups for them.
- Aaron and Cristian developed the conceptual diagram of the game.
- Aaron and Alberto elicited the main business rules of the game.

However, throughout this sprint, we concluded that the current separation between frontend and backend tasks is not the most efficient approach. After analyzing our performance and identifying areas for improvement, we have decided that, for future sprints, all team members will adopt a full-stack approach, centring more on developing user stories individually. This will enable us to tackle complete functionalities more efficiently, distributing

the workload more evenly and ensuring that every team member gains a comprehensive understanding of both server-side logic and the user interface.

During this process, we also faced some communication issues that impacted the team dynamics. These difficulties led to tensions which, after an open and honest discussion among all members, were solved. We have recognized the importance of clear communication and teamwork and we are committed to improving these aspects to ensure a more productive and harmonious work environment.

In conclusion, this sprint has been crucial in identifying both our strengths and the challenges we need to overcome. With the decisions made, we are confident that in the upcoming sprints, we will achieve better results and foster a more cohesive workflow.