

SPRINT RETROSPECTIVE 3:

During this sprint, our team has made significant progress in developing our web application, completing several of the planned features. We have organized ourselves in a full stack approach, where each of us has covered some functionalities.

Among these, we can remark the following ones:

- Player Invitations
- Spectator Invitations
- Accepting or denying invitations
- Jumping mechanic
- Bag phase
- Word phase
- Discard phase
- Fighting mechanics
- Implementation of the chat using WebSockets
- Global ranking
- Friends' ranking
- Improvements to the UI
- Refactorings in the backend to improve the separation of responsibilities.

Each of the members has spent several hours on this sprint, more precisely:

- Aarón → 50 hours
- Javier → 47 hours
- Raúl → 51 hours
- Alberto → 36 hours
- Tudor Cristian → 45 hours

This sprint has allowed us to get more comfortable with testing and the integration of different protocols such as WebSockets. Having most of the game logic implemented, the last sprint will basically consist of having the finishing touches to the game and the implementation and documentation of design patterns.