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 this time, where each of us has covered completely some functionalities.

Among those functionalities, we can highlight the following ones:
- Claiming achievements
- Profile picture selection from those unlocked and profile colour selection
- Joining private games
- Creation of pieces and players
- Creation of the game board
- Creation of the decks
- Creation of the cards
- Shuffling cards
- Dealing cards
- Moving pieces on the board
- Sequencing of turns
- Selection of the order of players
- Visualization of statistics
- Sending, accepting or denying friendship requests
- Visualization of my previously played games
- Notifications of online friends

Each of the members has spent a significant amount of hours, more precisely:

- Aarón → 56 hours
- Javier → 58 hours
- Raúl → 53 hours
- Alberto → 42 hours
- Tudor Cristian → 52 hours

This sprint has allowed us to get more comfortable with the developing environment and has been significant to the progress of the game development. Having implemented the most essential features of a game session will allow us to progress faster on the next sprints.