**Sprint 3**

Scrum Master: Mirjana

Product Owner: Tamas

**Planning**

Create new and update old User stories, implement the Log in system and the security, finish up the game logic and end game conditions, authenticiation service, refactor our client using the authenication service, handle the concurrency and transactions properly.

**Day 1**

Today we are implementing the web client for the core functionalities of the game, game security, finishing up the main features (randomised questions, game ending, game outcome). Created the WebClient successfully and implemented the LogIn function. All the programming pairs did very well today and we have managed to knock off the highest number of story points so far. This was a very productive day.

**Day 2**

We are still working on core game functionalities such as Create and Join game in the WebClient which have the biggest number of story points, further implementation requires some research on JavaScript which will be conducted over the weekend The implementation of security has gotten really complicated and the programming pair has hit a wall but managed to find a solution and they should be on track for next time. Other programmer started with the implementation of the End game screen in our dedicated client and encountered some problems which he wasn't able to solve today, so hopefully he will find a solution soon.