**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.