Sprint Review 3

* Features implemented:
  + Updated the UI
    - Added buttons for “settings” and “help,” as well as “Add AI” and “Join Game” that react to the mouse
  + Added a “welcome” page of sorts that presents users with a code they can use to invite others
* Issues fixed:
  + Updated pipfile so that the README remains accurate.
* Implementation review (What went well in the implementation, what problems occurred, how problems were solved):
  + Successfully added various buttons to the UI as well as a welcome page that presents the user with a generated invite code they will be able to use to invite their friends in the future
  + A module was missing from the pipfile, causing the README on github to become inaccurate.
  + Didn’t get to implement all the features we wanted to because of time constraints.
* Changes made:
  + Updated the pipfile to ensure the README contains all necessary information for running the website
* Plans for next sprint (What will be done for the next sprint):
  + In the next sprint, we plan to enhance the color coordination of the UI, as well as explain to the user why a move might be illegal. We also plan to add the ability to reset, so that the user can start over. We will also work to implement what did not get finished in this sprint.
* Scrum Review (What went well in Scrum, what could be improved, and what changes will be made):
  + Product Owner: Gunnar Eastman
  + Scrum Master: Matthew Virgin
  + Development team: Kion Tupper, Gavin Palazzo, Gunnar Eastman, Matthew Virgin
    - Continued the process of cycling roles weekly to ensure everyone gets to experience them. Things felt a bit rushed because of the break, so we will work to make sure there is a clear plan for what needs to be done at the beginning of a sprint in the future.