Sprint Review 5

* Features implemented:
  + Background customization
  + Card customization
  + Disconnect handling
  + Client understands rules of game
  + Protocol to synchronize game-related settings
  + Keyboard controls
* Issues fixed:
  + Fixed background colors not saving
  + Discarding becomes impossible when a player disconnects
* Implementation review (What went well in the implementation, what problems occurred, how problems were solved):
  + Great strides were made with making the game playable and customizable
  + Some of the features we wanted to implement couldn’t be done because progress needed to be made toward making the game playable first
    - For example, a score counter has not been made yet because the possible moves that can be made need to be created first
* Changes made:
  + Made settings a hidden element of the index page that the user can enable and view instead of its own page
  + Made the backgrounds of the cards selectable instead of static
* Plans for next sprint (What will be done for the next sprint):
  + For the next sprint, we want the game to be in a complete and playable state, at least against AI players
  + The game will prevent players from making illegal moves
  + The game will allow online play against others
* Scrum Review (What went well in Scrum, what could be improved, and what changes will be made):
  + Product Owner: Gavin Palazzo
  + Scrum Master: Kion Tupper
  + Development team: Kion Tupper, Gavin Palazzo, Gunnar Eastman, Matthew Virgin
    - Team worked together well to swiftly create the DCD and design pattern while making sure they fit together well. Workload was segmented very well to allow for efficient completion of tasks. However, the way the product backlog was initially created with certain user stories set up for earlier sprints has made implementing some user stories that depend on others difficult. In the future, we will seek to define priorities better so that development will go smoother.