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**Sprint Report 4**

*Team Fam: Doodle Jump*

Team Fam’s goal for Sprint 4 was to implement a working lobby with chat box into the game. While at the time of the sprint we had a lobby system implemented, it was not fully functional and a chat system was not in place. At the time, logging into a hosted server would sometimes generate a “ghost player”, or a blank user logged into the server that had no impact on the actual game once started. Players also could not gracefully leave a game mid-session or join a server mid-game to spectate. We have successfully implemented a working lobby system as well as a chat box for connected players. Players are able to host and run multiple sessions of the game simultaneously, and can spectate if connecting to the game while it is in-session. We believe that our lobby is complete for our final version of the game this quarter.

Our next goal is to polish the game by fixing some minor level syncing issues and platform generation bugs. Sometimes the platforms generate in a manner that makes them out of reach from the players. Currently it is confusing as to which block a player controls at the start of the game and we plan to tint the other player’s sprites so it is readily apparent which block is the player’s. We also will properly implement a win and lose condition for the game. Overall the project is moving along smoothly and we hope to finish strong!