Sprint 3 Planning

# What we got from Steve

## Live Games need to work

* For sprint 2, we provided Steve with an interface for watching historical games.
* Additionally, we could have 2 agents play each other in a tournament and record their results.
* For this sprint, Steve requested that we get Live games working.
* Since it’s a small sprint, this is all that he requested.
* Our initial ideas were to come up with a very complicated game that had many states until it was over, such as chess or snake, such that a live feature would be applicable.
* If that fails, we will default to using timers on agents, so that they send their moves in a delayed manner.

## UI must be cleaned up

* Steve requested that we clean up a lot of the user interface, since many parts of it were slightly off.
* We had functional requirements down. However, the interface had minor issues such as:
  + Tables being misaligned.
  + Text / graphics in buttons being larger than the button.
  + Buttons being out of place / too large for the space they are in.

## Stretch Goals

* Add, dynamically adding agents to tournaments.
  + Graphical user interface

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* Add Challenge tab
  + Diagram

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# Additional Goals

## Crete a new Logo

* The current one is fine, but maybe a picture would be nice, like the one we had for INFOs last year.
  + Logo

    Description automatically generated

## Do more with the games.

* Have tournaments running.
* Have more games than Tic-Tag-Toe.
* Have more than 2 players playing in the database.
* Change interface Steve suggested to accommodate for wider range of games.

## Implement friends / link

* Have a section in your profile that shows all your friends, so that you can better track their progress and challenge their agents more freely.