**What went well during this Sprint?**

**Things that went well in this sprint consisted of getting the table view implemented with all the games that a player has joined. Additionally, the tableview effectively displayed the details of each game when you click on it. Another thing that went well this sprint was we realized that incorporating an image directly through the XAML instead of drawing it with the computer itself would make it easier to pass the data to rotate the image and the aesthetic will be much more appealing and easier to make when the arrow is not made by the computer. Finally, we were able to finalize the pathway to deliver position data from target to assassin. This was one of the most important parts of our game, and it was vital to getting the assassin circle functioning. (That being the core part of our game).**

**What problems were encountered?**

**During this sprint we encountered problems where Sravan was not able to do iPhone testing as the provisioning profile that Sravan tried creating had not worked, and eventually after working on that for two hours Sravan gave up and worked on the table view. Additionally, Kemper encountered a problem with passing the position data (already retrieved from the server) into a graphics drawable file, this made the creation of the arrow impossible since we were incapable of getting the angle we need to display with the arrow. Additionally, he was incapacitated by a bad cold that stopped him from being able to work over this past week. Although now, he knows what all that is needed and will work on it as soon as he can.**

**Were these problems solved? If so, how, if not, why?**

**The iPhone issues were not solved as it was not necessary for this sprint and was not worth any more time. We decided just to test functionality through the use of our computers. For the problem encountered with the UI arrow while we did not directly solve the coding aspect of the arrow, we decided to no longer use the graphics CS file for drawing the arrow and instead came up with the solution to use an image directly in the XAML file and then rotating it using the position data.**

**What are the most helpful changes you can make to improve your effectiveness as a Team in the next Sprint?**

**I think asking another person to look over our code, so we can get a fresh set of eyes for our errors. This could be internal, but also, we learned that sharing our code with our mentor allows us to get good feedback on what to add. We also might need more participation from some of the members of our group.**