What was accomplished in this Sprint and how did it add value?

**We created a circular linked list class that can track targets and can shuffle the targets server side. We implemented the circularly linked list to get all clients and assign their targets. On the Client Side we created a method that starts the game by communicating with the server. These three tasks added value because this is the main background logic that is crucial to our game, because our game needs to have an assignment of targets and each client needs to know their targets. On the UI side we created a table view of joined games and implemented a set containing the current games that exist and a search bar to find existing games that are in play. We changed the formatting from horizontal and vertical stacking to a grid view for easy manipulation and better design. We also redid the View Model for the join page to include an addition of different lists that can be easily manipulated. This added value as now a player can see all of their multiple games going on and access each one. We also updated the Location code to properly send the target position. This has been done by using the new data structure described. Finally, this data is stored correctly in the target object specific to the room that is currently being played. This section added value because without knowing the positions of the target for an individual client, we can’t actually play the game properly. Before this sprint we were able to show that we could send location data, but we had not directed it smartly. Now, the code functions and is scalable to any number of players in a room. Finally, we changed our approach to the implementation of the directional UI arrow, moving the implementation from the graphics drawable CS file approach to a direct PNG arrow approach incorporating it directly into the XAML file for the RoomDetailsPage as it will allow us to more effectively pass the server position data to the function rotating the arrow.**

What (if anything) has changed in your environment?

**Kemper was out of school for almost an entire week and unable to get his coding done due to extreme illness which set us back effectively a week on the arrow aspect of the UI.**

What (if any) adjustments did you make to your product backlog based on the results of this Sprint?

**We de-prioritized, Geofencing, power ups, aesthetics, background tasks, and settings to reprioritize a fun, functioning game. For us, this means that we will prioritize more important tasks such as the killing mechanism, and making sure that we can continue to launch the app on mobile. We also want to take the change to reprioritize a more accessible UI.**