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

In this sprint we accomplished running background tasks every 100 milliseconds. This added value because now we can get position, and run distance checks for our final product.

We accomplished switching pages from the table view as well as cleaning up the join page to include multiple tabs to make the page more seamless. This added value because it created a more intuitive way to add and create games inside the app. We also made the list view more intuitive and made it so when you tapped on the object it goes to that room detail. We also formatted the room details page to include the arrows.

Another thing we added this sprint was that we established was that we made the client stateless. What this means is that if the client disconnects, it can reconnect to the game with a simple method. This added value to our game because before if the client disconnected, all the progress would be lost on the client side. Additionally, we updated the position code to correctly send the position of the client's target.

In this Sprint we also were able to fix the issue of not being able to run our application on a phone. Not only were we able to get our app to run on an android device, but we were able to get it to run on an IOS device. While the current solution is a bit rudimentary and has risks of data breaches, we can successfully debug our application.

Finally, in this sprint we finally implemented the arrow function so that it now receives the arrow angle and then displays the angle of the opponent in relation to you with a Png of an arrow. We also implemented an error messaging feature so now the server can send a message to the client and then the client will display the error message from the server directly on the screen for the user.

**What (if anything) has changed in your environment?**

The only thing we have decided to change is we are using android as our main development platform.

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

We deprioritized a few features such as because we realized they are not critical to the core gameplay and vision of our project. We also changed some of the time estimates on certain tasks after getting feedback from our mentor on them as he gave input on how long he thought those tasks should actually take, pointing out that we may have overestimated the tasks timing.