**What went well during this Sprint?**  
  
**During this sprint, we made significant progress in enhancing our game's functionality and user experience. Firstly, we successfully implemented an error messaging system that enables communication between the server and the player's screen. This system allows us to display alerts to players, such as notifying them if a game they are trying to create already exists. Additionally, we accomplished the integration of arrow rotation into the main code, enabling real-time data testing instead of relying on simulated data. Furthermore, we developed the startGame and fetchGames pages. These pages facilitate smoother game initiation and provide a clear overview of available games. Lastly, players can now eliminate their targets directly through the user interface. Finally, we introduced nicknames, allowing players to personalize their in-game identities.**

**What problems were encountered?**  
  
 **Certain members of our team struggled with running the server on their computer, having issues with installing Node.js and other issues in general with running the server that made debugging a pain. Certain android** **OS' were not compatible with our current technology and required further research to get working. We also experienced issues with git,** **merge conflicts and the like. This was because we didn’t merge often, and some of us were working in old branches. Along with that we had a lot of issues when it came to UI and server-side applications, such as forever while loops running and break points, we set to debug them were not being hit. Another problem that we encountered was that people committed features that weren’t fully debugged in previous sprints, so some of our time was spent fixing those errors. This, in fact,** **lead to some of the issues stated previously.**

**Were these problems solved? If so, how, if not, why?**  
  
**With the help of our mentor, we were able to solve all of the server issues that people had, and during this sprint each member individually was able to use the server to test their code. Our mentor alerted us to some external resources such as home brew to use to solve some of the issues certain teammates were running into the server. Our mentor also introduced us to the git rebase method to help with our merge conflict issues. The issue of the while loops and break points was solved when we realized there was a smarter way of going about coding the disappearing buttons. Fixing the bug code was something that just took precedent over other features, and was ok to fix, but they just took time away from the project.**

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

**We can split up our tasks into even smaller pieces as well as pull requests more often, so we are not merging with bigger changes or experiencing major** **merge conflicts every time we pull. I think if we did more code reviews of each other’s work to make sure everything is up to the sprint master and product owner’s standards. One final thing that we could do is to make sure that code is fully tested before telling others to use the**