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

**In this sprint, we finished adding nicknames to the game. This addition is valuable because players can now differentiate themselves from each other. We also reformatted the room details page to display an arrow with the compass heading and the distance between the player and their target. Additionally, we implemented the kill feature on the UI side. On the server side, we introduced a packet for killing a target and another packet to broadcast and update each client when someone is killed. Furthermore, we created a start page, which allows clients to control the game's joining duration. We also implemented a page that displays all the available games on the server. This feature is valuable as it provides an easy way for clients to join games. Another improvement** **made this sprint was enabling the client to continuously retrieve their target's position. This automation adds value by eliminating the need for a previously manual process. Moreover, we successfully launched the server, making it accessible online. This scalability is crucial since our game is designed to be played on a city, state, or country scale, and the previous requirement of being on the same network was limiting. Now, anyone can start the game from anywhere. Additionally, we completed the design by adding a compass with degrees. This enhancement allows users to employ precise and quantitative strategies while showcasing the accuracy of our program. We also implemented an error messaging system, facilitating direct communication from the server to the player's screen. This system alerts players if they attempt to create a game that already exists or encounter any other important server-side errors. It is crucial for users to be informed about such occurrences.**

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

**We put the server online. Vignesh’s computer had small brain problems.**

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

**If we were to have another sprint, we would adjust the backlog to have pushed Bluetooth to finer positioning details along with tuning our position methods and researching more to be more accurate. We would also add a kill broadcast system to display when a player was killed. We removed support for heading because of time constraints.**