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

**We were able to establish a server connection with multiple devices over the internet. Our final product needs to be able to communicate over multiple devices using a central server controlling all the information. With this sprint, we were able to get that first handshake between the devices that allow the computers to communicate with each other.**

**We found out how to use .NET MAUI to make an app that has buttons and can switch tabs. This is useful for our final product because we will have tabs for each room that the player can join and also the final product will be an app that is coded in .NET MAUI**

What (if anything) has changed in your environment?

Our biggest change in environment was changing in coding environment for coding the UI as we switched from Xamarin to .NET Maui, at the suggestion of our mentor. This gave us a lot more accessibility to helpful libraries and community tools that make the coding a lot quicker and easier. This new environment also lets us debug without having to emulate and being able to just run the code through our computer which saves a lot of time when doing simple debugs and saves a lot of battery life for our computers. We also had a change in the group working environment, with some changes in group dynamics, the main one being shifting Manovay’s work more towards the actual creation of UI assets such as our logo and the buttons we will use for our UI. This is because we found 3 people working on the UI was too many people and made the partitioning of who should code what aspects of the UI very difficult. Especially because many of the tasks were very intertwined making it easier for one person to do two things as supposed two people learning how to do almost the exact same thing.

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

**We did not make any adjustments to our project backlog though technically our learn Xamarin issues became learn .net MAUI issues.**