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

**What was accomplished in this sprint was we solved tech issues with the emulators and found the data structure that we are using to show off the rooms. This adds value because by solving this issue we can quickly build the GUI and make it look professional during our next spring and the table allows us to find the current rooms a person is in.**

**This sprint added value to the final project as it added acritical GUI layout that we needed to build.**

**We were able to implement a button that was able to change a page to a new one allowing the user to navigate between pages in our UI. We were able to map multiple different buttons on the same page to each different button as well as mapping separate buttons on different pages to the same page allowing for more user accessibility in our UI. As well we were able to add a crucial aspect of the MVP and final project this being the graphic aspect of the player compass that given the data from the server with the angle it will display the direction of which the player, they are currently hunting is.**

**We also accomplished sending location data from the phone to server, and then broadcasting this information back to each client. This was important because it was a huge hurdle to start sending live information and broadcasting it to specific clients, and we will have to build off this mechanic to eventually send more game-state information.**

**We accomplished accessing the location of the device, this adds value to our project because we need to receive locations to find the distance and directions between the two phones.**

**We accomplished using the locations of the device to compute the bearing and the angle of the arrow on the room screen. This adds value because it proves that we can find the direction of the other device using the bearings of each device.**

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

**One thing that changed in our environment was that we began to use location detection and needed to access permissions on our testing devices.**

**After some feedback from our mentor, we realized that not having the program work on mobile would be fine, especially if this takes away valuable time to develop other functionalities of the app.**

**Another feedback from our mentor was to have a non-server version of the code that would work without the need to connect to the server. He helped us set up a build that would automatically change the code to not run the server without having to manually change a specific boolean value.**

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

**A few things we have changed and added/changed/removed from the backlog:**

* **Implement and test getting compass and heading.**
* **Implement adding a dynamic table view - for displaying rooms that are currently being played by the player**
* **Implement dynamic pageview for room detail page – the game screen model/boilerplate we have chosen to use for the user to interact with our game**
* **Reprioritizing certain elements of our app, focusing more functionality rather than appearance, especially after feedback from our mentor**
* **We are no longer making the app a webapp, as we realized that would overstretch our time and resources**