**Sprint 2**

Scrum Master: Maddie

Product Owner: Sangey

**Planning**

Create our sprint backlog, break the user stories into tasks, and delegate new user story point. We have a week to complete it (5 sprint days including 1 day on the weekend). We would like to have the core game mechanics finished at the end of this sprint => goals. We changed some of the Game logic because we think we should implement some features at a later phase.

**Day 1**

We had to spend time refactoring some functionality of the Start Game button so that the creator of the game can be the only person who can start the game. It was a functionality that we hadn't considered before, we spend about 2 story points on it. We made some changed to our Domain model and had a hard time (painful experience) implementing Round and Round Action logic. Performed System tests.

**Day 2**

We have implemented the countdown timer for player answering the question. Exact time and date of the player's answer and the chosen answer is saved to the database. We performed some extra checks for the Player answers and made System tests for each implemented functionality. Created the funcionality for determining the order of Players in a list of Players.