***SCRUM 1- Cards Against University:***

***Maynooth Edition***

**Things I did:**

* Designed and created in game html page including new HTML5 & CSS effects on cards, aside bar of player avatars
* Created a countdown timer
* Downloaded and installed all necessary software to achieve sprint 1 targets
* Created variables and methods to successfully store user choices
* Studied JavaScript, HTML5, CSS, AngularJS and Firebase
* Stored JSON file on database
* Successfully planned and executed trial run of sending data to database using AngularFire

**Things I will do:**

* Sync real time game play data on the database
* Code all action events of game page in JavaScript and AngularJS
* Link page in with other project HTML pages
* Pull Scenario card and white cards from the server, for gamer to view to upon the start of a new game
* Ensure real time data is being stored and exchanged in the required way to enable basic game play i.e. When one player chooses a card it will be updated on the other game players screen

**Problems I’ve encountered:**

* I encountered rendering problems, aligning all cards on the game page using HTML. Difficult to organise positioning of the cards on the screen to engage users effectively
* Difficult to determine a suitable colour scheme that matched the university badge colours
* Could not find suitable tutorials or information online to help pull information from database using AngularFire, easy to push information but difficult to pull the information down. (All tutorials are old and do not support new methods used)