

Main tasks that have dependencies is implementing the backend database using mongoDB so that we can start implementing the userstories that depend on the database to be setup.

For this sprint we created a group schedule to meet every other day so that we can stay productive for future sprints and catch up on this project.

Our project idea seems to be harder than anticipated as implementing the logic of the game into the mongoDB database required a lot of learning. We have invested a lot of time learning and are now trying to invest more time into implementing these core features of the game so that we can get the project going as a lot of our user stories rely on the core features of our game to be implemented first.