# Sprint backlogs 3

**Team:214 LoveLive!**
**Members:  xinghaoz  yanjunl1  xhang1**

| Task | Front-end | Back-end | Explanations | Hours | Deadline | Who |
|------|-----------|----------|--------------|-------|----------|-----|
| Waiting Page | Waiting.htm Lovelive.js | Consume.py routing.py | Change the implementations of waiting page using websockets. | 10h | 2016/11/29 | yanjunl1 |
| Game (Simple) | Gamepage.html lovelive.js | Consume.py routing.py | 1. Using canvas to draw characters, buildings.<br>2. Adding more events, like buying stocks, buying houses.<br>3. Adding more cartoon features<br>4. Adding sounds<br>5. Using websocket to enable the communications between multiplayers | 36h | 2016/11/29 | Xinghaoz Xhang1 yanjunl1 |

## Conclusions:

➢ **Evaluation:**

This detailed sprint contains specific information about the project.

In the later period of our project, apart from further improving our game logics and implementing our game more completely, we also adopted the web sockets to enable the communications between many players.

➢ **Potential problems:**

The web socket could be handy because we know little about the web socket.