*Sprint 3 Report - May 16th 2016*

***Game:*** *Space Invaders*

***Team Name:*** *ScrumInvaders*

**Actions to Keep Doing:**

* Keep having weekly scrum meetings on Wednesday after class.
* Meet every Saturday and work on the Sprint as much as possible

**Obstacles:**

* Some people couldn’t meet up in person during the weekends
* Switching to TCP
* Unable to respond at a certain time in the facebook chat
* Errors merging codes

**What Can Be Done Better**

* Communication
  + Faster response in messages
  + Keeping up with the details and updates of the project
  + More physical meetings
* Time Management
* Team Dynamic

**Technical Plans for Next Sprint:**

* Fix Bugs and Lags
* Code solutions for possible problems during gameplay
* Clean Multiplayer

**Work Incompleted:**

* Bug Fixing
  + Lagging in some parts
  + Image conversion
* NTP

**Work Completed:**

* Programming: (Everyone)
  + Implement the Server
  + Allow Logging in with correct IP, Username, and Password
  + Apply Database for username and password
  + Allow multiple clients connect to the Server from different computers through VPN
  + Implement Lobby
  + Exit and Refresh the state in the Lobby
  + Create Multiplayer Game
* Visuals and Design: (Monami Yang & Elaine Chieng)
  + Create more backgrounds
  + Create and Animate more Enemy Sprites
  + Create more players (ship, upgrade, missiles)
  + Create Lobby images and Buttons
* Sound: (Jessica Lim)
  + Polish Background Music
  + New theme done
* Documentation: (Everyone )
  + Finish Sprint 3 Report
  + Create Spring 3 Powerpoint
  + Finish Design Document