Game: BomberMan
Team: BomberMage
5/16/2016

Work Completed:
- Networked game is ready.
- Added SQLite Databases to track stored usernames and passwords.
    - Hashed passwords and improved security flaws.
- Implemented latency mitigation by using velocity to predict player movement, rather than relying solely on position.
- Synchronized game state; the game ends and restarts once a player wins or the match ends in a draw.

Work Todo:
- Tighten up latency mitigation for higher latency, fix timers for bombs.
- Add a lobby system, which will also solve our "issue" with players not starting the game at the same time.
- Prevent initial game states that leave players unable to leave the zone they spawn in without dieing.

Things to continue doing:
- Continue team-wide meetings and group programming sessions.

Things to improve on:
- Increase communication between team members.