===================== 12:00 21/11 , Sprint 1 =====================

Team members present:
- Cao Minh Quang
- Châu Vĩnh Đạt
- Lý Nghị Hoằng
- Trần Đăng Tuấn
- Ngô Tấn Tài

Team members absent:
- None

Sprint 2 Summary

During this sprint, we focused on analyzing requirements, designing the UI, and implementing basic modules. Key activities included specifying use cases, designing the software architecture, setting up Firebase, and developing the sign-up and login functions. We also decided to incorporate "Liar's Bar" as the mini-game for our chat room.

Successes

- Designed the project architecture using the MVC pattern.
- Created a comprehensive use-case diagram and specifications.
- Defined rules and structure for Firebase integration.
- Completed the UI design for all screens using Figma.
- Began implementing the sign-up and login functionalities.

Challenges

- We underestimated the available time for the project due to a misunderstanding about the schedule on Moodle. The final two weeks are reserved for presentations, requiring us to reschedule tasks and accelerate progress to ensure timely completion.

Improvement Actions

- Team members will increase communication and collaboration to enhance efficiency and maintain momentum for timely project completion.