Bombertale

5/02/2016

**Sprint Report 2**

**What we did this Sprint:**

We added networking to our Bomberman game using Alex’s website for a database to pull people who host as a server for others to join. We have a basic lobby for players to join and when the host starts, however many players in the game (1-4) will spawn and will be able to play with basic power ups until the last man standing. The player who hosts the server will play on the server’s game state while the clients will have their own local game states. The clients and server send and receive messages to each other with the server having full authority over the game state.

**What we didn’t do this Sprint:**

* Sync the game states between the server and the client.
* Animations are not yet sent through.
* No rollbacks or any form of latency mitigation.

**Other Challenges/Obstacles/Impediments:**

We did not expect the networking to be so difficult due to the time we had allotted for the design document versus the time allowed for the networking. We had to code for over twelve hours this past weekend due to how much we were behind, but we got a lot done. Again, more meetings would help but we will probably consider more meetings without the full team since it is hard to arrange.

**What can be done better as a Team:**

Less distractions and more work. As long as we can steadily pace ourselves we will be able to finish in time for our milestones.

**Technical Plans for next Sprint:**

We plan to follow along with the requirements of the milestones while improving our game. This means we will try to implement latency mitigation as well as graceful error checking and exiting when necessary within our game.