Bombertale

5/30/2016

**Sprint Report 4**

**What we did this Sprint:**

We fixed the majority of our bugs and added NTP synchronization. This helps us have more stable rollbacks so that clients will stay in sync with the server. We also cleaned up a lot of our code including scene management to help organize ourselves better.

We also implemented some of the extra credit requirements such as hosting our game on a public domain site using the Unity Web Player.

**What we didn’t do this Sprint:**

* We still have some minor bugs to fix.
* We did not polish the game as much as we wanted to.

**Other Challenges/Obstacles/Impediments:**

We had issues with time synchronization and it was difficult due to the client having varying times that would cause even more lag.

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

This course has helped us to prepare for capstone. Now we know that we had a lot of issues that could be fixed such as having fixed meeting times. The agile approach also helped us get through plenty of our problems.