Sprint Period:
> 08.01.2024 - 21.01.2024

Team Overview:
- Radu (Lead Android Developer) - has only done code reviews
- Eduard (Android Developer)
- Cosmin (Android Developer) - has only done code reviews

Planned backlog items:
- improve joystick handling

Implemented backlog items:
- improve joystick handling

Implemented user stories:
- saving games in a user accessible folder, for easy files backup, copy-pasting and modifications
- with any joystick, the user can't use movement keys in game but can use them only for navigation

Items added after start:
- none

items removed before end:
- none

backlog Items pushed to future sprint:
- none

User stories covered in this sprint and their acceptance criteria:

Improved joystick handling:
- As a gamer, I want the app to improve joystick handling so that I can have a smoother and more reliable gaming experience.
- Acceptance criteria:
    - joystick movements:
      Given the app is running
      When a user interacts with the joystick
      Then the app should accurately detect and process joystick movements

    - controller connection:
      Given the app is running
      When a gamepad is connected
      Then the app should start processing joystick movements and trigger presses
      Given a gamepad is disconnected
      When the app is running

Then the app should stop processing joystick movements and trigger presses

- compatibility:
  Given the app is running
  When various types of gamepads are used
  Then the app should work seamlessly with different brands, models, and versions of gamepads

Sprint review:

In this sprint, Eduard finished implementing the joystick feature, while Radu and Cosmin reviewed his code. We concluded that the code has a lot of bugs and the next sprint Radu will do only hot fixes and other finishing touches on the project (like improving sprites).

Sprint retrospective:

What went well:
- Eduard managed to finish the feature guided by Cosmin's help.
- Discovered bugs while there's still time to fix them.
- Thanks to reducing our project's scope, we are close to finishing an MVP.

What went not so well:
- Syncronization lag between team members, resulting in features taking more time than expected.

Improvements:
- Choose a specific time in the calendar for meetings that every member is obliged to participate in.