Sprint #: 4
Game Name: Bomberman - Raging Hamsters
Team: Arielle Chongco, Jasmine Hunter, Luke Lohden, Jaysen Gan, Matthew Ruiz, Akihiro Izumi
Date: 01 June 2016

Work Completed Summary
- Mocked up and began implementation of a lobby menu. (Incomplete)
- Made server set all power ups as game begins and pass that information to all players. Powerup view shared across clients
- Website for the game, player stats, and game score tracking
- Live player scores on web server
- Change game from lives based to time based
- Made list of joinable games and able to join a game by selecting it from the list

Challenges Faced:
- Difficulty finding time to peer-program on the lobby script
- Debugging issues that happen related to communication with the web server as it is hard to determine if the issue is from the clients or the web server

Technical Plans
- FUTURE: Finding out how to embed the game onto the website. For some reason it wont connect to our login server when in the browser.