Sprint Report 2

What does the Sprint Report contain:

* Contains the dates of the sprint (when it started, when it ended)
  + 27.11.2023 - 8.12.2023
* Overview of the team and their planned capacity
  + Matei Popescu is still the Sprint coordinator. He is shadowed and assisted by Stefan Tudose and Iancu Ivasciuc
* List of backlog items planned to be developed in the current Sprint
* List of User Stories that are (at least partially) addressed in this Sprint, their Acceptance Criteria.
  + Same as in the previous sprint; these functionalities require a significant amount of work, as they are the back-bone of the entire application
  + Indicate items that were added after the Sprint start
    - Playing board
    - Logic for the movement of pieces
    - Abilities for pieces
* Status of planned items and their status
  + Marking the done items
    - Everything that was planned was successfully accomplished in this sprint

* Sprint Review (This can be an audio recording of your team’s discussion)
  + We made great advancements with the game logic. The pieces are moving without bugs on the playing board.
  + We implemented the end of the game. The game is won if you capture the opponent’s king.
* Sprint Retrospective (This can be an audio recording of your team’s discussion)
  + We are happy that we almost finished with the game logic.
  + The next goal is to figure out how we can do the server side of the app and how we can do the matchmaking of the players.
  + However, we are unsure how all of the game logic will interact with the site. All of the testing has been done in the back-end server with rough logging, so graphic interaction may pose a problem.