

*The third sprint backlog: a complete list of the functionality you will complete during your third sprint, and how that work is allocated among your team members.*

*Product owner: Maverick Chen*

For the FINAL sprint, we aim to implement client-side prediction, shooting mechanics, adding castles if time permits, tuning our item and player spawning mechanisms to take into account maze walls, and basically everything that remains:

1. Implement client-side prediction in order to improve multiplayer game performance (mzc)
2. Shooting mechanics / bullet spawning (mzc)
3. User login and database setup on deployment. (MinSun)
4. Improve maze collision detection. Make the wall pixel art prettier. (jiangtiq)
5. Fix maze collision bug when player leaves the maze going left (jiangtiq)
6. Item and Player spawning in valid (but also random) locations.(mzc)
7. HP decrease every 3 seconds.(MinSun)
8. Win and loss / end game logic.(MinSun)
9. Get collision code working on client side. Try to reuse collides.js. (jiangtiq)
10. (If time permits) Remember explored places as players explore the maze by updating their personal map.