Unexpected Clump
Sprint reports

Sprint 1:
   We designed the basic logic of the game. Including how are players and judge going to interact each other, types of cards to put in the database, winning condition, rounds of the game.and setting up the server and database for the game.
Brainstorming the ideas about the card creation.

Sprint 2:
   We have a very simple playable prototype, which allows a judge and couple players to enter the room, and at this time, the webpage is just plain text based without any of the graphical looking, and judge swap was not implemented at this sprint as well. Many of the basic user stories are completed during this sprint

Sprint 3:
   Implement the styles and some css, card size, and so far we have one image view ready to implement and to be tested, judge was able to pick who is the winner based on the user name of the players. And judge swap was done in this stage and we started testing the app to make sure the essential features are working good.

Sprint 4:
   We are implement all the card images, add the expandable view of the card, fix some bugs such as the judge swapping stopped working after 2 rounds, and adjusted the card image to make it appear to be a right size ratio. And make the card description align on the grey part of the card background image so that people can read it clearly, we also make the judge to be able to see the selection of each players card so that they can judge better, etc.