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XP Core Value: Courage

Courage was a very vital aspect this week for the team. We had two main things that we worked on for this week. One was developing on the current iteration of the game. Fixing issues, optimizing the current code modules. The other part was figuring out how to add multiplayer functionality to the game. So the team was working on two parallel things at the same time. It was a very good experience for the team.

In the process of the developing the multiplayer functionality we chose to create a scoreboard that can be tracked on every console of every individual player. So all that is updated is the scoreboard and that is what would be updated on every player’s console. In this process, I had to refactor a lot of the changes for the scoreboard code based on discussions related to the multiplayer functionality.

Another important part in this week was the Saturdays class on design patterns. We will all be going through the design patterns to see which patterns fits our model the best. We will obviously be considering a lot of factors in deciding the pattern. I predict that a lot of the next will be spent on research.

Apart from that, it was another productive week, with respect to breaking down tasks, analyzing the burn down chart, and figuring out the multiplayer aspect of the game.