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November 6, 2016

Team Progress Report

This week’s progress is as follows:

The team is currently working on 3 main things.

1. **Continue development of the game.** This involves fixing the existing issues and working on the iterations of the game code.
2. **Design and implement the multiplayer functionality of the game.** This involves learning about Docker, Amazon Web Services, and various other technologies. This also covers thinking of a way to update the scoreboard for each individual player on a server.
3. **And finally, Design Patterns.** The team will now spend considerable amount of time on learning about Design Patterns based on Saturday’s class and also based the readings from this week’s class. We have to figure out which pattern will be adopting for the game, all the while keeping in mind that this will be a multiplayer game.