Adithya K.L.N

Instructor’s Name: Paul Nguyen

TA: Rekha Shankar Reddy

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XP Core Value: Courage

Working on design patterns, it looks like Command is one of my favorite patterns. But I settled for implementing the Chain of Responsibility instead. I have uploaded the implementation in the code. Most large programs that we write, games or otherwise, we end up using it somewhere. All the team came together with their implementations of the design patterns. We spent most of the time discussing the pros and cons of performing the same task with many patterns.

This week we are also looking forward to getting a couple of under graduate non-CS people to test out the game and record feedback and work on it. More about that next week.

In terms of the game being multiplayer, our idea was to use a socket and get the status of the each of the game worlds and show it to very other player. But for now we have gone with implementing the scoreboard on every one’s window and then constantly refreshing it with get operations from the server. I have encouraged the team to keep and open and mind and leave some room for expanding or editing the project so that we can use sockets instead of constantly refreshing the scoreboard. Since most of our attention was on the design patterns we did not give this much thought. We will be doing that this week. Even though this is going to be the final idea for the project I still am asking the team to have the courage about scrapping this certain code module and using it on an alternative means of keeping the multiplayer concept alive in the cloud. We also met with the professor to discuss this idea.