**Team Project - Journal**

**Simplicity**

In this week’s meeting we divided all the work into modules and assigned respective modules to each team member. We are looking forwared to having a prototype ready till this weekend. With each team member, having to work on a particular module, are taking work as simple and easy to implement. We will be developing a single player game by this week. Later on we will take a look on how to enable multiplayers with the use of network and java rest APIs.

Agile methodology has allowed us to ‘maximize the work not done', but keeping the work bare minimum and simple. We have kept all the classes in the project with as less functionalities as possible. So that each class can perform limited work it is supposed to and has to, thus avoiding additional complexity that may araise in case of having less classes do more work. I have designed Route A and Route B classes having the functionalitiy to set source and destination island for the player’s ship. This simplicity has enabled all the team players to understand each other’s code easily and extend and interact their own code more easily.