As we are now focusing on Scrum, in this week’s meeting we have split the work into simple product backlogs, and each backlogs into simple tasks. We are now starting to work on developing multiplayer logic, with making changes to improve user interface while making it simple and elegant. We have decided to take a simple for brainstorming ideas on what features our game as a multiplayer should have. And we have come up with the idea of making weighted directed graph. In our game’s constraint, each route will have a fuel required to travel on that route. The player who reaches treasure island with efficient and minimum use of fuel will win the game. Right now following ‘do what you really need to do’ approach, we are working logic for inserting fuel requirement to the routes, ship’s orientation and ship’s speed. So far, simplicity is working for us on resolving bottlenecks and possible difficulties in our project.