**Team Project - Journal**

**Simplicity**

We have created a successful working single player game. Throughout making of the single player version, simplicity has played very important role. It has enabled us to have small deliverables each week on which improvements can easily be made.

We are now working on making our game multiplayer by making rest API communication between Client and Server. With effective and simple communication, all team members have now become familiar with the technologies and tools that we will require for multiplayer functionalities.

We will be using simple and self explainatory method names as well as web http requests and responses so that each team member can easily understand a portion of code which is written by others and can easily add functionalities in a simple and efficient maner. In the incoming week, we will be doing meetings on simpliying ideas on design patterns and how to implement patterns in our game.