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**XP Core Value: Communication**

Another productive week. Especially in terms of communication. It started off with me reminding the team the importance of communicating problems to each other and also applying positive re-enforcement by encouraging each other to do better.

Similar to last week in the process of the developing the multiplayer functionality we chose to create a scoreboard that can be tracked on every console of every individual player. So all that is updated is the scoreboard and that is what would be updated on every player’s console. In this process, we refactored a lot of the changes for the scoreboard code based on discussions related to the multiplayer functionality.

Another important part in this week was the Saturdays class on design patterns. We all went through the design patterns to see which patterns fits our model the best. We will obviously be considering a lot of factors in deciding the pattern. I predict that a most of the next will be spent on implementing these patterns. During this implementation communication among team members will play a vital role because when it comes to merging different patterns and refactoring the code accordingly; it takes a lot of brain storming on devising a proper strategy for the same.