**Team Project - Journal**

**Simplicity**

In this week’s meeting, our team has decided to test the successful working of our game on a multiplayer platform. We are developing simple testing scenarios to examine behavior of our game logic and to insert error handling mechanisms. Additionally, we have decided to transform our code into more simplified one where each class will have only necessary and essential functionalities. To accomplish this objective, we will be implementing Software design patterns into our code, which will boost simplicity. Our team is currently learning different design pattern models, so that each team member can incorporate appropriate design pattern taking into consideration that it must work well with the pattern implemented by another team member. We hope that this will create a coherent design and code, which will be easy to understand and implement in a simplified manner.

We are also coordinating on improving the game like improving UI, touch-ups, test cases and lauching it on the cloud.