

Communication:

- This week was the final week of the Sprint.
- Our main focus this week was to completely test our game.
- Each team member was allocated different modules to test. After testing each module, each team member discussed with each other about bugs/issues they found.
- Last week, we integrated a new module “Lobby” where two players can play simultaneously against each other. We found an issue that when we reset a game after joining a lobby, the other player has to wait infinitely. We fixed the issue after discussing with each other.
- We went to Lowell Elementary School for a session to teach 4th graders what sorting is all about in computers and how bubble sort works. We explained them the concept with the help of our game.
- This exercise helped us in getting the insights that we wanted: How was the game able to handle multiple lobbies, how the kids reacted to the GUI of the game, was the game actually fun to play, was the game able to convey the message that we wanted to convey.
- **“Proper Communication”** played a very important role for the successful completion of our project. It helped all team members to be on the same page. We had divided our project into modules. Proper communication helped a lot for successfully integrating all modules together.
- The systematic development approach helped us a lot in learning various design patterns, GreenFoot platform and how to work together in a team.