

## **Communication:**

***Communication is not just talking. It is also listening.***

- Each team member was given a task/module to develop.
- Team members had many questions in mind about which design pattern to use and how to code such that code becomes easy to manage and integrate.
- All team members expressed their views and ideas and communicated with each other via Slack. I took care that each team member was given a chance to express his views and ideas.
- All team members discussed with each other and finally used ***“State Pattern”*** to implement all screens.
- The issue team members faced a week ago on how to develop a multiplayer game was also resolved.
- All team mates discussed different ways to integrate cloud services with the game.
- All team members also decided to start learning different design patterns.
- Proper ***communication is the glue*** that holds our team together. I will take care that it is maintained throughout the entire project.