**COMMUNICATION**

* I organized a meeting of all team mates on Monday and Wednesday. Our main goal this week was to start development.
* Last week we all decided to develop a game which can help students to learn sorting algorithms with ease.
* On Monday after discussion, we divided the project into small modules. Each module was assigned to a team member. Each team member was given a chance to express their opinions.
* After all team members started working on their respective modules, they faced a common issue on how to design a multiplayer game. Whether to develop game a LOCAL multiplayer game or NETWORKED multiplayer game (which two different users can play over internet).
* All team mates discussed about this issue via SLACK. Every member had different views and to solve the issue I organized a meeting again on Wednesday.
* We decided to develop a networked multiplayer game. We referred [***http://www.greenfoot.org/topics/137***](http://www.greenfoot.org/topics/137)***.***  According to this discussion there are few limitations on developing Networked multiplayer game. All team members were again assigned task to explore more about this issue and start developing game initially for a single user.