**Journal Entry Week #6**

In this week we advanced into the development of the game.

The basic version of the game is ready so now we will be focusing on adding features to it like animation, sounds, etc. with the aim of making it more interactive.

Continuous feedback is the part of our daily working process with the emphasis on thoroughly testing all the things added to the code.

We have decided to meet regularly and decided to plan for the upcoming week strategically because of time constraints.

Also, I am trying to get feedback from all the team members for different tasks ensuring the code that is developed is well tested and feedback is received for every newly added feature.

We are also planning to get feedback from students within SJSU for making the game more interactive and interesting.

In the upcoming week, we will focus on design patterns and deploying the game on docker cloud.