**Journal Entry Week #7**

* In the last week, we arranged regular meetings in order to continue on the development of the game as well as to integrate the tasks done by all the team members.
* Integration of the code is done properly and we tried to develop the multiplayer game.
* The idea of introducing multiplayer game functionality was a bit challenging but with the help of the feedback provided by all the team members in the meeting, we introduced multiplayer game using node.js API.
* We have also hosted the service on AWS so that the game can be multiplayer.
* There are few improvements that we made in the User Interface based on the feedback provided by the other team members and seniors.
* Also this week, we have introduced the task of implementing the wait condition so the game does not start until at least two players have joined the lobby.