**Finalizing on the topic:**

This week’s discussion focused upon selecting a topic for the team project.

Ideas included error detection, sorting, binary search, hashing, text compression etc.

I decide to indulge in exploring the feasibility of text compression and the amount of interest people would show to learn it.

Idea is to keep the design, implementation and UI simple and easy to comprehend.

The algorithm could involve storing key-value pairs in a hash table, for commonly used words like is, an, the etc., and additionally, the file size could significantly be reduced by storing key-value mappings for repeating words. Still pondering over how could the game possibly be made a multiplayer game, and whether the input would be static text or taken as a dynamic input from the user.