**Feedback: Week#7 Journal Entry**

**Nachiket Joshi**

We are almost at the end of the project run. We have successfully established the multiplayer connections and more. This week represented most of our work.

**Feedback on Including Design Patterns:** After elaborate discussions, we finally divided design patterns among teammates. We helped each other to implement these successfully. We have currently implemented three patterns and we are currently working on remaining two that are related to the enemy class.

**Feedback on Cloud:** We have asked teammates to add on the aspects of the cloud integration. This coming week's work is going to be mainly involving the cloud integration and making sure the game works there.

**Feedback on Diagrams:** We are almost at the climax of the project development. Clod aspects are currently under scanner but we are now starting working in the class diagram.

**Feedback on A Demo To Children/ Students:** We decided to go for the extra credit. Initially we approached a teacher through mail but as he was busy and thus could not give us time. We are now thinking of arranging a demo kind of session to my schools **non-computer** background students and collect their feedback.

**Feedback On Crypto Algorithm:** It has been decided to restructure the crypto algorithms that we used in the start of the project progression. This is because; during the current development, we have come to a place where we exactly know what these classes should return.

**Feedback On Sprint Burndown Approach:** Burndown charts in SCRUM have been updted to represented this week's work