**Simplicity – Week#3 Journal Entry**

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Moving on from last week project discussion, and topic selection, this week we started designing our project, defined its world class and actors that will be needed in our break the code game. Each member of team has taken a cryptography technique, which will be implemented in our game world. We emphasized on implementing the cryptography technique having simple concepts and methodology that can be easily pick by our target audience.

We defined and declared all our world actors and each team member picked up a task varying from collecting the images for the actor class, to defining, declaring and writing the concrete classes for their task. We put our tasks in the waffle board periodically and had meeting to review those tasks, in each meeting we discussed are we in same line of keeping only those functionalities which are of utmost important and defining only those methods in class which are needed as per our current requirement.

In each class definition, declaration of our greenfoot world we have defined methods which fulfills the behavior of that class, like for the enemy class we kept its directions, attack and attack location methods, all these methods performs the action that is expected from the enemy class.

Following this simplicity rule we avoided over complication, and checked in our design and code timely.

The only time we spent was on the main project requirements, We have kept iterations, and goes through our project design and code to ensure we stick to things what is asked.