**Simplicity – Week#4 Journal Entry**

**Mayank Tanwar**

Last week we started our designing and coding process we had two weekly meetings we have our world, actor classes structure ready and we decide to make a small prototype of application in its first release.

We have planned five algorithms in our cipher class, three enemies in our enemy class, three maps each having four different cities. As the application is big and have many levels, we tried to keep the initial implementation simple and focused on one essential class of each actor in our game and build a quick prototype. This quick iteration can help us to set the flow of the game. As we have gone through each and every functionality of the game, we can learn what more to be added, or to alter to make it more close to our requirements.

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