**Simplicity – Week#7 Journal Entry**

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This week we refactored our multiplayer game, we make our code more structured and generic after implementing different design patterns. Each team member implemented a design pattern suiting his game module. We all decided to go for one design pattern which complements our game in either Structural, Behavioral or Creational way.

We faced challenges in process of our code refactor, but we stick to the simplicity rule, we move step by step and refactored our code. Each module had many functionalities but we focused on one primary functionality to make that module functional with our opted design pattern. All the additional requirements were pushed to backlog. We focused on the simplicity rule of working on the required components and keeping the additional functionalities for later stages of the project.

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