**Simplicity – Week#8 Journal Entry**

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This week we implemented design pattern in our game, integrated the code and tested our game. Each team member integrated their final code and unit testing was performed on the integrated module. All the targeted functionality were achieved and tested performed.

We stick to the simplicity rule, moved step by step and integrated and tested our project. Each module had many functionalities but we focused on one module at a time. We have done knowledge sharing, each teammate explained his implemented design pattern, how it helped to make our code more reusable and maintainable.

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

Our Min emphasis was on the simplicity of the logic. This was achieved through modularizing the entire code in small objects.

The most important thing that we learnt when it comes to simplicity is that nobody likes a hard to read code and logic, we have now started writing comments at every place so that a new used can easily understand the flow.

The main takeaways from the projects were mutual trust, pair programming and communications. It was very enlightening experience for us to work with this team. I am confident that this experience is going to impact positive in our future for further teams that we work on.