**Feedback: Week#3 Journal Entry**

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The team is gradually moving towards code development. A basic gaming world map has been decided and a basic go through of the game lifetime as well.

**Feedback on Map Decision:** We asked our team to imagine and suggest the basic world of the game. A thorough and careful discussion in a meeting resulted in deciding the exact and final structure of the map with all the classes involved in it. A simple **interface** was also decided and a decision was made to follow that interface for all team members' cipher techniques that we would implement.

**Feedback on Basic Actors:** We also asked our team for feedback on the actors that we needed to decide for our game. In the same meeting, we also decided on the initial bunch of actors that are going to play a vital role in game development.

**Feedback on Testing:** We have also decided that the unit tests will be decided while generating all the interfaces. This will save our time in testing the same classes repeatedly for their basic functionalities when we change some minor changes in them. This feedback for expected cipher output and input decides our unit test cases.