**Feedback: Week#5 Journal Entry**

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After a break of two weeks, we resumed our work for the project. The break was for the midterm preparations and studying. Everyone needed a little time to remember what they had done the previous time and where are we going to go from now onwards. The gap really made a small impact on the progress but now we have a clear set of goals in front of us now and we are headed in that direction.

**Feedback on Including Design Patterns:** We have developed the initial screen, new game screen and the game enemy actors and have collaborated them to be seen on the screen successfully. The next big aim is to implement a design pattern for each team member. We have collected a small feedback from each team member on how do they want to implement this. After we spend a little more time on basic coding, we will help each other and implement the desired design patterns.

**Feedback on Multiplayer Implementation:** We also need the game to be a multiplayer entity. We have started to learn and read about **restlet** server. We even attempted the **Hackathon** example. Unfortunately, we could not complete the example in the given time frame. We are currently working on setting up the proper environment and helping each other to understand the **Docker** and **AWS** concepts.

**Feedback on Coding:** We are implementing a strict pair programming approach on coding. We have divided the team in two parts one will look after all the aspects of game map, integration of code, flow of code and the other will look after the enemy class. Object oriented approach has strictly been implemented.

**Feedback On Test Cases:** Unit cases representing the basic crypto algorithm as well as the enemy class are being developed.

**Feedback On Sprint Burndown Approach:** As advised we are going to use the agile methodologies. We are going to use the burndown charts in SCRUM to help us utilize and analyze our actions better.