**Feedback: Week#6 Journal Entry**

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The team this week has been busy with other subjects work, companies visiting and studying. It was hard for the team to adjust two days for project work. (the usual case). Thus, all the work came down to Sunday. The team sat down throughout the day and completed the goal set.

**Feedback on Design Patterns:** We are now working on Design patterns that should be incorporated individually in the game. The feedback was collected from each team member as to where they are comfortable to code and implemented some simple patters as a starter today.

**Feedback on Multiplayer Implementation:** As we already decided, there will be two teams among us. One was working on design pattern implementation and the other was trying to establish the restlet concepts, and we succeeded in it. We were able to run the restlet code example this morning and the future approach is going to be towards our game multiplayer implementation

**Feedback on Coding:** Both the teams were working simultaneously at one place. This gave us ample amount of expertise if anyone is stuck somewhere. Pair programming was again implemented to yield good results.

**Feedback On Sprint Burndown Approach:** The complete game design was divided in smaller burndown tasks, a time weightage was allocated to them. Owners of these activities were decided and the time management was decided. All this information was noted in the charts.