**Simplicity – Week#6 Journal Entry**

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This week we discussed how to make our game multiplayer, changes we have to made in our existing code to make it multiplayer and how to implement those changes. We also discussed how it will be hosted on aws using docker. There were lots of challenges ahead of us like refactoring our code, build it and deploy on docker.

We faced these challenges following the simplicity rule, we move step by step and refactored our code this week and incorporated the restlet service. Each module had many functionalities but we stick to one primary functionality to make that module functional. We aim for creating the working module with minimal required functionality to get our prototype. All the additional requirements were push to backlog, which will be incorporated into our project after our first docker build. 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.