**Simplicity – Week#5 Journal Entry**

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This week was very productive, as we are near to develop our first prototype of our game. We developed our various module and integrated those modules to give a project structure.

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 prototype 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.