**See the Whole** (09/25)

This week our main agenda was coming up with various game ideas and brainstorming as a group to come to consensus on what game to go for.

Tasks accomplished this week:

* Each of us did a thorough research on our topic (Minimalist spanning tree) and came up with a game that might implement the concept.
* When we met mid-week we as a group to discuss game plan, we had enough pool of ideas to choose from and how probably we could build it. By the time we concluded, we had one game that would work just fine with our topic and multiplayer aspect of the requirements.
* Since the focus was not on the details, we ran into various concerns like:
  + How would multi player happen from same laptop while sharing resources (mainly mouse)?
  + If multi player is on 2 different machines, is our game supposed to show player 1 status/ score of player 2 – similarly time constraints (when does the game timeout? After whoever starts first or to be fair each have fixed amount of time?)
  + Having it on 2 different platforms would mean pushing values back and forth to cloud or something real time to update each players.
* Also scoped out the project with respect to designing what UML diagrams might be needed and who does which one to get started on the implementation from a high level.

In the upcoming weeks, we shall look into:

* Design patterns that might work with our game – while giving it some room for growth in future by loosely coupling.
* Clarify and conceptualize how to implement multiplayer into the game.
* Come up with use cases/ test cases to validate functionality after development.
* Reuse and recycle code to maximize OOP