**See the Whole** (10/09)

From the last week’s tasks list, we had few deliverables to discuss together. So as a team, we evaluated/ reviewed and made action plans for weeks to come.

Tasks accomplished this week:

* We had few updates from our UI people, who provided all the entities and multiple world design. We planned to keep multiple worlds so that we could have one particular graph associated to one world and eventually randomizing for players (if they decided to play multiple times)
* As and when new diagrams are introduced in class, we are tweaking our UML diagrams to meet the standards and industry expectations.
* Class diagram was reviewed as a team to ensure we had all the attributes and methods necessary to get the code started.
* We placed both the UI entities and backend class structure into Greenfoot and built a temporary world to ensure all the methods and function are being called as and when user interacts with it. Though we haven’t started on the logic we were simply testing by printing strings from each method.
* During our scoring mechanism discussion, found out that though we can hint them throughout the game, it’s impossible to ensure they choose the smallest weight path therefore it’s possible they would FAIL in the end.
* Currently our goal is to get our base version of the code ready so that we can scale it up to multi-player later on receiving further instruction during upcoming classes. Therefore, probably we would have that ready after the midterm week as that’s scoped out.

In the upcoming weeks, we shall look into:

* Having base version of the game running (i.e from blacked out state to hinting state to selected state)
* When design patterns might be introduced, we would optimize our code to meet one of those to meet that expectation.
* Building use cases/ test cases to validate functionality after development.
* Clarify and conceptualize how to implement multiplayer into the game.
* Reuse and recycle code to maximize OOP