**See the Whole** (10/30)

After midterm, we had started on development. In that two-week span, we managed to complete our 1-player base world implementation successfully. Now we have to do a lot of refactoring and improve User Interface for our entire app.

Tasks accomplished this week:

* We worked in pairs to develop different sections of the development. Since we had 2 weeks to span it across, dependency did not become an issue.
* We split it by functionality:
  + Scoreboard & mapping the world
  + Node and Edge interaction on-click
  + Backend implementation of the Minimalist spanning tree
* For our base world, we used images directly from the web and incorporated to our world to ensure our functionality was performing as expected.
* While coding, we made a major business decision where our players wouldn’t lose on not following the algorithm. Instead, one could lose purely because their opponent finished faster (i.e time) or finished with a shortest path (i.e weights on the edges)
* For the individual section of part 2, I have taken up Wireframes as I feel it thoroughly aligns with my XP. Also this would help me with the UI implementation as ideal look and feel could be based on well research available features within greenfoot.
* I have also started pushing my wireframe sketches and pieces to the world’s look and feel to git.

In the upcoming weeks, we shall look into:

* We have got our Docker set up and split tasks to implement complexity to the base world we have starting from:
  + Complex graph
  + Interesting UI + sound effects
  + 2-player complexity of sharing scores, waiting for players to join before starting the game and freezing opponents screen if one of them won.
* 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.