**See the Whole** (11/06)

This week, we were focused on refactoring our existing code and improving User Interface for our application.

Tasks accomplished this week:

* Our division of tasks was following:
  + Scoreboard & mapping the world – we implemented making service calls to update/ maintain SAME time for two players.
  + Node and Edge interaction on-click – previously we had terrible UI and now we have added few animated improvements.
  + Backend implementation of the Minimalist spanning tree
* From our base world, we have started to build/ test few UI elements by designing and wireframing few of the test cases and expected views.
  + Timer running out – flashing RED light to the entire background
  + On hover over the edges showing the amount of voltage they carry
  + Battery to store
* We have got ALL of our Docker set up and split tasks to implement complexity to the base world we have starting from:
  + User Interaction
  + Team sharing scores, waiting for players to join before starting the game and freezing opponents screen if one of them won.
* 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:

* Besides major UI improvement, we have to work on:
  + Complex graph – where graphs/ world would be built on the fly
  + Sharing scores between players
  + Waiting for both players to join before starting the game
  + 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.