**See the Whole** (11/13)

Tasks accomplished this week:

* Task wise we completed:
  + From the last week’s post and pull service requests, we have worked on setting conditions to check if both players have joined before letting one of them start the game and similarly if one completed based on our winning conditions, freezing other player’s screen. Also notifying them that other player completed and has won!
  + Node and Edge interaction on-click – previously we had terrible UI and now we have added few animated improvements.
* From the UI perspective, we have started experimenting couple of effects:
  + 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 the total amount of current it could carry. That way if players exceeds that min current, the battery would explode and the player would lose.
* 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:

* Now that all of our basic implementation is ready, we are planning to get started on sketching class diagram and breaking up various pieces into different design patterns.
* Building use cases/ test cases to validate functionality after development.