**See the Whole** (11/20)

Tasks accomplished this week:

* Implementing design patterns:
  + We had met previously to discuss the different patterns that might fit in various sections of the code and this week, we all did our parts of implementation.
  + Earlier this week, we met to resolve issues/ concerns while trying to implement patterns.
* Troubleshooting integration
  + Since each of the pieces were done by different people and it was interdependent, we had to take it slow.
  + Secondly, since Git allows anyone to access our code, we started, zipping our files and sending it to next person to implement their code.
  + This took long enough time to understand logic that was newly implemented and how to reference or call elements into the classes you want.
* Upgrading UI for the game as a whole.
  + I ramped up the UI to have a backstory and a pixel perfect images to provide high quality of user interface.
  + Also experimented with various colors and animation effects to keep the screens entertaining (and non-technical).

Last few pending items:

* Testing against our use-cases
* Demo to non-technical students (also helps us have another set of eyes give judgement/ feedback on how intuitive the game might be or not)