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Communication as XP value:

Following points are observed during sixth week.

* Prototype of game is ready for single player and everyone in team reviewed it as well as tested it.
* Each team member took new task to for this week as well as integrating with already developed prototype.
* In team meeting, we have planned on few conditions to achieve multiplayer game.
* Consideration of how cloud can be used to develop multiplayer.
* Few new task has been introduced for upcoming week.
* Every team member completed their assigned tasks.
* Every team player gave their input for UI component with respect to multiplayer and also divided task to everyone to create small module that can interact with UI.
* Everyone has to find proper design pattern that can serve its purpose to solve problem effectively and runtime.

Future plan has been discussed and also conveyed to all the team members.