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Communication as XP value:

Following points are observed during fifth week.

* Team meeting has been arranged on the first day of week to discuss further on project.
* In meeting, every member has given their input for the new requirement.
* Spring burndown chart has been created with new backlog items and corresponding task.
* Individual task been discussed and assigned to each team member as per their expertise.
* Team member has to decide new task for team and also calculate the total time require to finish every task.
* There was another quick team meeting to learn new concept and one of team members gave demo for it.
* Every team member has completed tasks which were assigned for this week and conveyed to other team members.
* Sound file was added into project and shared by team member to others.
* Team had discussion on what would be required changes to convert single player game into multiplayer game and how team is going to implementing those changes.
* Team member shared their ideas to improve UI entities of the base version of game.

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