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Communication as XP value:

Following points are observed during seventh week.

* Prototype of score reflection is ready for multiplayer player and it was shared in team as well as tested it.
* Team meeting was held on Friday to discuss on uncompleted task.
* In team meeting, we have also brainstormed on remaining conditions to achieve complete multiplayer functionality for game.
* Many task have been marked as done in waffle board.
* New tasks have been introduced for further development and also assigned to every team member.
* Each team member has given their status on their assigned individual tasks and further planning to complete in timeline.
* UI elements have been improvised and also few changes were discussed.
* Every team member has assigned one design pattern to implement with serving the purpose of design pattern.

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