**Simplicity (QI LI)**

Recovering from the midterms, this week we set the task load a little bit light. Docker, AWS, Postman, getting familiar with these platform and knowing how to deploy a service on them are actually quite difficult.

In our team meeting, what we discuss was the reflection of the simplicity value.

We briefly talked about the future of our project. We do put a lot of expectations and thoughts in what the project will be like, but we also agreed on taking little steps at a time.

We agreed to draw the necessary diagrams in the next few weeks. Everyone brought their problems up in the meeting, but kept in a concise way. We answered each other in a succinct but accurate way.

The tasks that we assigned to ourselves are clear and well applied to the requirements. We did not specify them with extra details that were not necessary. Like the multiplayer part of the game that we will do in the future, we won’t move any logic module of the client end to the server side unless the change was critical and well meet some high prioritized needs.

At this second beginning of the project, we will continue to work on our simplicity value until the end. I think we have a great start this week.