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XP Value – Feedback

As we progress with our project we have already resolved many hurdles. During this week, I had our regular discussion sessions. Where we worked on the solutions we will implement in the projects as suggested by the Professor.

As we are approaching the completion objective is becoming much cleared with the issue getting highlighted and resolved. This week we planned to come out with the appearance of the screen our game will have. We decided on the various component in the start screen. Background music the game will have at different levels in the game. And then the design patterns to implement these components together.

As we have already seen the power of design patterns in flexible and extensible design. We decided on several designs to employ in our code. This week, I started working with Singleton design pattern to show user scores. Basically, as our application can grow as a multithreaded environment when several players are playing at the same time.

In order to make sure our server never ends up with race conditions. I will be implementing the Singleton pattern by handling all the cases for even the multithreaded environment.

As a result of all the discussions and feedback sessions we had this far. We are approaching our goal steadily and we are very sure that we will come up with an optimal design for our game development.