**Journal this week : D.Praneetha reddy-011498656**

This week our team mates met with their previous knowledge on using which algorithm first and also which gaming experience would be better and the implementation language of the game. This week we shared our project work into modules and divided them among the group. The language used for implementation will be java. The coding environment would be green foot our game flows as follows.

1. Firstly, the user will be explained in how a sorting algorithm is executed with an animation which shows the steps of execution.
2. The sequence of algorithms would start with bubble sort followed by selection sort, insertion sort, quick sort and merge sort.
3. Once the player understands the animation of the sort. Player will be asked to play a game which provides him the environment to move or drag number according as the sort is performed if the player does an error while swapping the number. The console prompts a message asking player to watch animation again. If the sequence of steps is in right order the player gains a point and the points will be added as the sorting reaches to end. The time and points gained will be counted and is stored in leader board. Thus the competitive spirit is maintained which will help them gain enthusiasm to proceed to the next algorithm.
4. This game can continue till merge sort which is difficult on to explain and understand among all the algorithms.
5. The players after completing the algorithm modules can also play this game among multiplayers by choosing the algorithm which they want to step themselves and same procedure of counting points for right steps and calculating time is followed to declare their positions in leader board.
6. Thus with multiple practices and guidance of the animation describing sorting algorithm player can achieve round about knowledge about the sorting algorithms.

Since my XP value is simplicity I took care of choosing the language and IDE i.e., Java and green foot. Since our team members have significant experience in java and green foot uses java and helps us to visualize the game in a better way.

My part of the project is to create the initial animations for quick sort, merge sort and bubble sort and also the following game played by the player to test his understanding. In coming weeks’ design and coding will be started and every person is given with their responsibility.

This week we also attended Silicon Valley code camp sessions on functional programming, coding tips which will be useful reminders while coding in coming weeks.