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This week:

I am from empty coffee cups group, for our project we are implementing sorting algorithms in a simpler way which helps everyone in understanding the concept. In our project we have 3 phases they are as follows:

1.Animation which explains how a sorting algorithms works which will help them in visualizing the algorithm. Once the animation is done, it is assumed that user has understood the working of algorithm or else can watch the animation again.

2.After learning the algorithm user can test their level of understanding by actually sorting the array with the testing module and can go back to animation whenever they make a mistake and learn again.

3.The other module of our project is challenging people to play this game and playing with friends (multiplayer game) in which person who takes less time and makes less mistakes will win.

My part in this project is to create animation and testing part for bubble sort, quick sort and merge sort algorithms. This week I did my research on animation s in green foot since am a beginner using the green foot. I found out how animation happens in green foot and designed my plan in creating the animation. In the coming week I will start with construction phase of the algorithms with bubble sort followed by others.

Since my XP value is simplicity, I am trying to use the UI interface in a simple yet productive way in helping a person understand sorting algorithms. In UI am planning to use an animation of array of unsorted digits with code of a sort which highlights when that particular comparison is happening.