Rohan Kankapurkar

Week #5 Journal Entry

This week we completed the single player version of the game. During first few weeks we had decided that we will be putting the questions and answers on the cloud database but in order to enforce the simplicity I suggested that we can have array list, the same way in which we were keeping the questions and answers in single player game and everyone in the team agreed upon the same.

We had meeting this week and we discussed which all design patterns we can implement in our game. We decided that we can implement strategy pattern by giving the different difficulty levels in the game. State pattern by keeping different states like questions and explanation state etc.

This week I will be working on the GUI part where user should be able to see the current score in the game. Also I will try to implement the buttons to the answers. We distributed the different tasks among team members ensuring no two team members are working on the same problem. To make the design simple first we will understand the proxy and strategy design pattern and how it’s been implemented. Gaurang designed the front page of the game on to which I added the optimized code. Later Vedant added the how to play module in the game And finally Kaushik added the different difficulty levels in the game. Each module was kept independent of one another to reduce the complexity also various comments was added in the code so that other team members could understand the code.