**Week #5**

**XP Core Value – Communication**

**Vedant Ulhas Shete**

In this week, we finished a prototype for the quiz game which had minimal functionality. Everyone contributed actively in developing this prototype. After the development of the prototype was done, we checked for any exception. We also worked on SCRUM methodologies and the new burndown chart. As my core value is communication I asked everyone to make it clear to them that which part of the project are going to do. We discussed about the design patterns which we can implement in our game. Also, we discussed and shared knowledge about a few design patterns and how to use AWS.