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Week 6

XP Value Simplicity :

My XP value is simplicity. Since we need to implement 4 design patterns in the project we shortlisted the patterns that can be implemented in out game. In order to enforce the simplicity we chose the module which were suitable for our game. We decided that we will implement Singleton, observer, State, and Adaptor pattern. We divided the pattern among team the members and we will try to implement this week in the code. I updated few questions for medium and hard level.

I worked on the scoring part of the game this week. The main task this week was to make the game multiplayer. We need to learn about docker and AWS. So this week we will be learning how to use docker for our project. Also the GUI of single user application needs to be modified. Also we are planning to keep the CSUnplugged activity at the end of this upcoming week.