**Week #6**

**XP Core Value – Communication**

**Vedant Ulhas Shete**

As my XP value is communication, I checked with everyone to make sure that they are happy with the processions of the project. This week we decided to start studying about the design patterns. We shortlisted some patterns which would fit in our project and help us optimize the game. We initially started to read about singleton, state, observer and adaptor pattern.

On reading about different patterns we decided to implement scoring during the game can be implemented using observer pattern. Later we also agreed on that the different difficulty level during the game can be easily handled using the State pattern. Our work on creating a more interactive UI is still in progress. The modules of the game are getting into shape now. We are going to plan how we are going to do testing for the game.