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Week 7

XP Value : Simplicity

This week we decided that we will implement the observer pattern and strategy pattern in our code. We will implement the strategy pattern in order to choose the different levels of difficulty in the game. We decided that Kaushik will work on this part of the game. We distributed the different modules among each other. Gaurang will be working on the alignment of questions and answers and GUI part, where he will be making the GUI more user friendly.

I worked on the answers and explanation module this week. Also I have integrated the score on every screen. Now this I will be working on the timer module. For this we are planning to implement the observer design pattern.

As for the extra credit assignment; this week are going to conduct the demo of or game in the university. We will randomly select students on the campus and will ask them to play our game.

Game is building good and the main challenge now is to implement the design patterns and make the multiplayer version of the game since there are lots of modifications need to be done in the existing version of the game. For this we decided that the team will meet 3 times a week now. Since In order to ensure the simplicity , all team members need to be aware of all the changes and modifications done in the code.