**Week #8 – Journal Entry**

**Vedant Shete**

**XP value – Communication**

My XP core value being communication, I asked everyone to list out the tasks to be taken care of on priority. So we decided to implement design patterns in the game this week. Also, we are almost done with the multiplayer version of the game.

We are also working on the multiplayer version for the client side. This includes showing scores and updating score for each user after answering each question, so that they can have a track of how they are performing.

In addition to completing the game, we are also making our friends play the game and asking them for their opinion about it. And if we find someone’s opinion helpful in improving the gameplay we are implementing that too. Also, we are going to go for the extra credit by making some people/kids play our game and help them learn some CS concept.