Week 8

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XP Value : Simplicity

My XP core value is Simplicity. Sine this the final week lots of changes were made in the code. I ensured that the code added is simple. I modified some classes to make the code simple. The alignment of answers on the screen was updated. This week Gaurang added the restlet part and we have server up and running. Now we will focus on the adding one more design pattern in the game. We will have the multiplayer game running soon. Also in order to enforce the simplicity I recommended to load the server on EC2 rather than launching the server locally every time when we are opening the game.

The logic for counter is yet to be implemented. And for the multiplayer game the message synchronization part is remaining. Gaurang and Vedant are also contributing to the multiplayer gameplay environment. And Kaushik is implementing design pattern for score keeping. We are done with a prototype of the game by end of this week.

This week we will be also be conducting the unplugged CS activity for our game. We decided that we will randomly ask students in the university campus to play our game. As the next week is the final week we will concentrate on making the GUI more attractive and adding the client server synchronization part in the game.