Week 6

Neha Parmar – 010812971

XP Value – FeedBack

With the help of XP value “feedback”, the current state of system can be determined. With this approach, we have resolved many functional and technical issues in our game.

From my programming point of view, I am following singleton design pattern. This approach restricts the instantiation of class to a single object. This improves the coordinate action across the system. As there are multiple players supported by our game, we need to use multithreading. I will be using singleton pattern to avoid race condition at the server end.

Continuing his week into developing our project I am focusing on screen appearance of our game. I have been working of managing the animating the operations using kinetic API. The basic requirement is to move elements on the world for letting the user see how things are moving, basically, the sequence in which things are moving on the screen.

As of now I was able to perform a basis visualization of the entities. More functionalities will be added in the coming week to make it full-fledged.

With the discussions and feedback sessions, this is our current progress. Our progress is as per the plan and within the given time frame, we will deliver the project.