Week 5

Fifth Meeting (28th April 2018)

* **What tasks did I work on / complete?**

I implemented Factory pattern to create three types of enemies, all of which had different powers where one could only move from left to right, one could move and shoot while the third enemy which is the smallest will be stationary and if the actor hits it, it dies. I also brainstormed with other members on more patterns and we could think of strategy, prototype patterns.

* **What am I planning to work on next?**

Since next week will be the penultimate week, I hope we will have three patterns that we discussed, implemented in the game and then we can think about adding a few features if time permits.

* **What tasks are blocked waiting on another team member?**

No tasks are blocked as such.