Week 4

Fourth Meeting (21st April 2018)

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

I worked on adding features to the actors such as enemy shooting and movement of the enemy. And for the same, came up with an idea of using Factory pattern for allowing them to have different powers while being in the enemy class.

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

Since, first design pattern for the game was finalized, I want to look for some more scenarios where we can use other design patterns.

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

Scrum is a bit rigid and adapting to it can get a bit stressful as it demands a lot.