Week 3 (14 April 2018)

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

I was involved in pair programming with my teammate who was creating the actors on the second page of our game and we were basically involved in creating the actor subclasses to visualize the game and placing those actors on the screen.

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

I plan to discuss how we can include design patterns in the game and set a limit as to what we are expecting from this game as the game can go on.

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

No blockers as such but one of our team mate was busy with some other subject and hence he couldn’t meet, though he kept working.