Week 5 (28 April 2018)

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

Since we had decided to come up with design pattern ideas after discussing a few in the last meeting, we discussed and implemented numerous design patterns such as adapter, factory, strategy and I suggested the use of state pattern for maintaining the health of enemies and prototype pattern for possibly spawning the enemies when their health goes below 0 .

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

I plan to finish implementing these patterns and integrate the code with my team mates.

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

No blocker.