Courage highlights the methodologies like ready to change, accepting feedback, have courage to communicate, refactor as much as possible and throw away the existing prototypes.

My responsibilities-

* Tell the truth about progress and estimates without being lenient.
* Make team to refactor the code.
* Make team to adapt to changes whenever they happen.

Week-1:

* In week1, we had a task of exploring various game engines, exploring different ideas on our project. In the weekly meeting, we shared the progress and I gave feedback on the progress.

Week-2:

* In this week, we bifurcated our project into small modules so we had so many modules to work on. So, I made my team to make a priority list of modules based on the complexity and importance. And at the end of the week we were able to finish almost all the priority modules such as deciding about the classes
* In first team meeting, we were thinking about developing our game usimg any platform other than Greenfoot as we thought it would be something different and one of my team members had done some research on Unity platform. But after a week's research work we found that the easiset way was to use Greenfoot. At first, we were not as confident about the change but I provided the team with courage to accept the change and at last we were able to adapt to the new technology.

Week-3:

* In earlier weeks, we were able to decide the gaming platform and were able to develop sample codes that can be reusable in future. In this week, we had a bigger challenge of choosing either - to go for our main character design or to learn on how to implement Design Patterns in the game as, design patterns are integral part of this project. But I gave my team the courage to focus on the basic development using Greenfoot before we could think of design patterns though everyone was free to accumulate any design pattern ideas in the next meeting.

Week-4:

* While we were still developing the various actor subclasses which included the enemies and obstacles, one of our team members came up with various ideas on how we could use design patterns in the game. I gave him encouragement and allowed him to work on implementing the design patterns, as that would take a huge burden off everyone as design patterns are an integral part of the project. In the meantime, other team members were doing the other work.

Week-5:

* One of the design pattern was finalized for our project and this made me encourage everyone, including myself that each one of us could come up with atleast one pattern. And by the end of the week, we were each able to come up with ideas to include design patterns for various functionalities in our project.

Week-6:

* After a very hectic penultimate week, everyone was very tired but I had to give courage to the team for the last and most important time as we still had to work on UML diagrams and make a YouTube video to sell our game while fixing minor bugs in the game and most importantly integrating the code. Also, refactoring the code was a big challenge, but with good collaboration we were able to handle that task easily.