

Name : Abhay pendawle

Student Id : 010831405

Design pattern : Decorator

XP value : simplicity

Waffle.io link : <https://waffle.io/pratiksanglikar/CMPE-202-Team-1>

GitHub Repository link : <https://github.com/pratiksanglikar/CMPE-202-Team-1>

Github profile link : <https://github.com/abhaypendawle>

SIMPLICITY

This week I observed our team advocating simplicity through following actions.

Firstly, as we started developing the game as a team we had to decide on sounds and graphics. We thought about creating very fancy graphics, but that would have been extremely time consuming and in the end we might not use all of those graphical elements so we decided to follow simple approach doing only what is needed today. After taking a decision on graphics we had to take a decision on sounds. We had to figure out what sound effects we want in the game. We used Extreme programming's simplicity approach to this problem and decided to go with the simple sound effects. If more sound effects are needed, then it can be added in future.

Next we had to figure out what will be the attributes of player and enemy. Many team members suggested a lot of attributes that the player will have, for example player can jump around, player can change its weapons, player can change its appearance. But a lot of these attributes are unnecessary hence we decided we will only do the attributes that are required and add more attributes as and when required. Similarly, while deciding enemy features the team came up with lot of attributes that the enemy will have but we decided to go step by step and add only the attributes that are required at this moment.