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**Design Pattern:** Command

**XP Value:** Communication.

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

**GitHub link –** <https://github.com/shrutipatil3101>

**Project Github link:** <https://github.com/pratiksanglikar/CMPE-202-Team-1>

**Journal Entry:**

**Communication:**

**Author: Shruti Patil**

Week #3:

Third week was again a great week as before. Increased level of curiosity along with the pressure of timeline, made the week more interesting to work. Documentation was clear enough making it easy for everyone to plan the things and tasks. ‘**Communication**’ once again played important part to make things simpler to understand. We again followed the sprint plan and hence met every day for the daily scrum at 6pm-6.15pm. Communication this week not only involved individual tasks completion but also continuous integration and finding correlation between modules and different design patterns.

The main focus in this week was thus to study use different design patterns in unity framework. Communication helped us in attaining this goal and completion of the tasks. Every individual had different understandings about different aspects and functionalities in unity framework. Moreover, everyone in the team studied everyone else’s design patterns too. This helped in discussing different issues while integrating some modules.

Apart from this, adding some characters and game components was also the main focus. Contribution and ideas from every individual was important. Communication was thus very important to discuss these ideas and make game more interesting.

We continued Q and A session where we discussed the problems. Everyone completed the respective class diagrams. Thus, this helped us to plan the flow of the entire project development. Communication this time actually helped us to pace the development.

**Conclusion:** For this week, Communication helped us to reach to conclusion for finalising the game strategy, characters, components etc. which helped us to achieve the goal for the week and thus increase the pace.