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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 #2:

Starting with the second week, everyone started the work with great enthusiasm.

‘**Communication**’ thus played important part to track the progress. Communication also helped us to resolve problems faced by every individual. Thus this helped to save great time. We followed the sprint plan and hence met every day for the daily scrum at 6pm-6.15pm.

The main focus in this week was to study design patterns, find out appropriate design pattern, assign those design pattern to individual team member and setting up personal machine with the boiler plates. Communication helped us in attaining this goal and completion of the tasks.

Moreover, we also faced many problems during this sprint. We organised Q and A session where we discussed the problems. Each member studied assigned pattern and also every other pattern required for the project. Hence, whenever a team member had any understanding concerns it was being solved by other team members.

During the Mid-week, every one gave small presentation of assigned design pattern and how will be the pattern be used in the project. Everyone also started with the respective class diagrams. Thus, this helped us to plan the flow of the entire project development. It also helped us to find the dependencies between the different modules and design patterns.

Communication actually helped us to be together and reach a conclusion by sharing knowledge.

**Conclusion:** For this week, Communication helped us to track progress and solve various issues faced by team for planning the progress, which helped us to achieve the goal for the week.