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**Design pattern:** Factory Pattern

**XP value:** Courage.

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

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

**My GitHub Profile:** <https://github.com/shaileshyedge>

**Journal Entry:** Courage

**Author:** Shailesh Yedge

No one in the team has any prior experience in game development. All the members in the team were worried that without any prior experience in the game development field, we would not be able to develop a game. We as a team showed a lot of courage that even though we have not developed any game, we have played many games and we know the basics of how the various objects in the game are meant to interact with each other.

The members in our team were skeptical to use a boiler plate for game development. They were of the impression that it would be easy to develop and design a simple game from scratch and then develop a simple game by adding various design patterns in various modules of the game. They were worried that using a boiler plate meant that we need to understand the huge piece of code from the boiler plate, understand all its functionality, interactions between the game players, enemy management, health management of the player, how the enemies interact with each other, and the scoring methodology of the game, the different level of the game, the tasks and goals and time allotted to complete the game which is very cumbersome task. We as a team showed a lot of courage to use the boiler plate and then understand the code written in it and find areas where we can apply suitable design patterns without any hesitation.

We showed courage by sharing correct project status and effort estimation with our team members. This way our team advocated the XP value of Courage.