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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 had any prior industry level experience in gaming. People in the team had basic knowledge in design patterns, but no one in the team had actually worked on design patterns and their implementation in project. No one in the team had work on implementing any game. The team showed a lot of courage without losing hopes to develop the game. We were finding difficulty to implement the command pattern to select different levels in the game. Our team showed a lot of courage to brainstorm and find a solution to the issue. We were finding issues to dynamically display different kinds on objects in the game. We showed courage to find the solution to the problem. Our team was also facing issues to decorate the dynamically displayed objects with the number appearing on them. Our team has always showed the courage to trace the solution to the problem. Our team was also facing problem in updating the scores as an observer pattern whenever any change is made in score a notification to be sent to all observers. Our team courageously found optimized solution to the issue. Our team was finding issue in how to switch various levels of the game. Our members showed courage to apply how strategy pattern can be implemented in the game. Our members showed correct project status with all the team members without any fear. In this way, our team followed the XP value of courage.