

Name: Chinmay Ashok Dhamankar

SJSU ID: 010810488

Design Pattern: Observer

XP value that I am advocating is 'Feedback'

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

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

GitHub profile Link: <https://github.com/chinmaydhamankar>

Journal Entry:

Feedback

The value of Extreme Programming (XP) that I am advocating is Feedback. The points that I focused on this week are:

- I took the feedback from the team members about the final development in game development as this is the last week to deliver the product.
- I took the feedback from one of the team members about the problem he was facing regarding the factory pattern. He was trying to develop a logic to get the cylinders on the game screen with numbers on it. But it was difficult for him to adjust the height of the cylinders with respect to the ground level. He faced the problem showing the cylinders or cubes according to the conditions which he mentioned. We had a meeting where we discussed the problem and came up with the solution.
- I took the feedback from one of the team members about the problem he was facing regarding the decorator pattern. He faced the problem of displaying the numbers on the cubes or the cylinder randomly.
- I took the feedback from one of the team members about the problem he faced designing the strategy problem. The difficulty level of the game was not changing even if we selected the medium or the difficult level. We had a meeting and discussed the problem and solved the problem.
- I took the feedback from one of the team members about the problem she faced during the design of command pattern. She faced the problem regarding the start of the game while giving the command to start the game.
- After every one completed their respective module, I took the feedback from all the team members about the problems faced during the integration of the whole game.

