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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 previously worked on unity framework for game development. No one had worked in c# language. All members in the team showed a lot of courage to start implementing the game in unity framework.

The members in the team were skeptical about how to implement design patterns using csharp language.

We all had learnt design pattern concepts in java and implementing the same in csharp was a challenging task. All the members in the team showed a lot of courage to implement the design patterns in csharp. We had decided to add a logic to dynamically add numbered boxes and cylinders in the game and the target of the game would be to add these numbers and get the target addition. The members in the team were skeptical about how to add different type of objects like spheres and cubes and add numbers to it. The members in the team were also worried about how the player will interact with these objects, how to handle the pick number logic by interacting with the objects so that the addition of the picked objects can be done. We as a team showed a lot of courage in implementing this complex game to add the numbers and get the required addition. The members in the team were worried about how to add different levels in the game, how to add new enemy objects in the game. We as a team showed a lot of courage to add these new enemies and add different levels by increasing the target addition number and adding more enemies to obstruct the player in hard level.

We showed a lot of courage by sharing the correct project status and effort estimation with the team members. Because nothing can stop us and we plan to succeed.