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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 #4:

Fourth week was the last week for the project completion. Hence the pressure to complete the assigned tasks and integration of the modules was the huge task ahead. Pressure was therefore at a highest level. But on the other hand the clarity of tasks and well maintained pace helped us to achieve the goal and hence complete the project. This was only possible because of clear and timely '**Communication**' and 'Availability' of team members. We again followed the sprint plan and hence met every day for the daily scrum at 6pm-6.15pm.

There were many issues faced by everyone. For example integration of different design patterns along with the component of Unity was experienced by each individual. It was very important at these phase to communicate the issue amongst the team members. Example, we faced errors in updating the score board as we applied multiple strategies to update score and at the same time change the difficulty level. This issue was resolved with the communication of me and Pratik who did the Strategy pattern and me Command pattern.

Similarly there was error in integration of Factory and Decorater pattern. As dynamically creation of different shape components along with different colors and Numbers printed in them was different on different shapes. This also involved using some strategy to decide the which number analogous to target should appear. It was very important and necessary for team members to communicate well during this issues. It was only because of well

communication, availability and time management that we were able to resolve the issues on time and thus complete the project.

Conclusion: For the last week, Communication helped us to maintain the pace, resolving all the issues (some mentioned above), and nurture all the XP/lean values as Communication is the base for all the values