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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 code they are writing with their respective design patterns. They had some speculations about which classes should handle properties of design pattern.
- I took the feedback from the other team members about the class structure they are forming in order to draw the class diagrams.
- Some of the team members were facing problems in graphical user interface of the game. Some of the scenes were not getting displayed as we have expected. We had a meeting and we came up with a solution.
- I took the feedback from other team members about constructing design patterns in C#. We discussed the problem and came up with the appropriate solution.
- Everyone has a fixed task this week that they had to complete. I took the feedback from other team members about the time required to complete the task.
- I took the feedback from other team members about the unit test cases they are writing for game development. I checked with them about the success of unit test cases or whether they are failing.
- The team members came up with new requirement this week about the additional functionality in the game. I took the feedback from them about the time required to complete it. The new requirement was to add numbers on boxes and when the target is reached, it should move to the next level.

