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Design pattern : Decorator

XP value : simplicity

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

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

Github profile link : <https://github.com/abhaypendawle>

SIMPLICITY

This week I observed our team advocating simplicity through following actions.

Firstly, as we started developing the game as a team we decide that we will use ready graphics elements. Unity has a rich asset store, which has lots of graphic elements such as, boxes, balls, drums, guns, etc. We decided that we will use these elements provided by unity asset store in our game. The other option would have been to develop these graphical elements ourselves but this would take a lot of time and resource. And since our aim for this project is to learn design pattern, we wanted to keep things as simple as possible in the graphics part of the game. In this way we made sure that we don't go overboard with our game design and stick to the requirements.

While developing the game, some of the team members were thinking to use more than one design patterns in particular scenarios. I took the responsibility to restrict it to just one design pattern where there was no need to use multiple patterns. Activity diagram is basically used to dictate the pictorial flow of the game. That is how the flow of the game will be, so that it will help to make user understand the flow of the game. The activity diagram was a bit complex to understand. Therefore, I managed to keep it simple so that every user can understand the system.