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**Design pattern: Strategy Pattern**

**XP value: Respect.**

**Waffle.io link -**[**https://waffle.io/pratiksanglikar/CMPE-202-Team-1  (Links to an external site.)**](https://waffle.io/pratiksanglikar/CMPE-202-Team-1)

**GitHub link -**[**https://github.com/pratiksanglikar/CMPE-202-Team-1  (Links to an external site.)**](https://github.com/pratiksanglikar/CMPE-202-Team-1)

**My GitHub Profile:**[**https://github.com/pratiksanglikar/  (Links to an external site.)**](https://github.com/pratiksanglikar/)

**Journal Entry: Respect**

The LEAN value that I am advocating is Respect.

This week was vital week for us all because all of us started implementing their own modules. As nobody had worked with Unity 3D ever before, everybody faced issues while getting their modules work.

As there were many problems faced by every team member, it was important that everybody gets his due respect for completing the module that they owned. Even though everybody had owned his own module, every team member helped others when they were stuck due to some problem. In one particular instance, I was stuck at one point because I couldn't make current game strategy applied in the game available in other modules of the game. At this time, one of the team members found a way to conquer this problem even though he did not know how to do C#.

Every team member started respecting him because he sped up the development process by significant time. This way every team member learned to respect every team member regardless of their previous experience. During the implementation of strategy pattern, some team members were adamant on changing the damage caused by enemy in each level, but one team member showed us all that changing the target addition and incentives after completing the level will be more exciting to play. After this incident every member of the team learned to respect other team members for what they have regardless of their technical skills.