Week 2

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| **Team Member** | **SJSU ID** | **XP Values** | **Design Pattern Used** |
| Ankil Shah | 010817703 | Respect | Decorator and/or COR |
| Bhargav Jain | 010806510 | Communication | COR |
| Bhavin Agrawal | 010827206 | Courage | Observer and/or Command |
| Saurabh Jain | 010809344 | Simplicity | State and Prototype |
| Vansh Shah | 010823761 | Feedback | Factory Method |

**XP Values**

1. **Simplicity**

In the first week I made sure that the ideas were simple and complexity of the tool selected for the implementation was kept low. To initiate the process only required features where implemented keeping in mind the long term goal.

1. **Communication:**
2. **Courage**
3. **Respect**

In this week we did planning to build User Interface for the game. So firstly we have decided to design each screen on the blank page and after that we started coding/building every screen into UNITY framework. We have divided every screen of the game amongst us. My part was to design the screen once player becomes dead, just like game over screen. It was needed to design the "GAME OVER" screen with one more option that is Play Again. After that we have started designing characters of the game and my part was to design "STRIPS/ROADS" using MagicaVoxel.

After this individual effort we have consolidated all the designed screens into whole UI wire frame. While consolidating or deciding

which design should be finalized I found that some of the portion of my colleague design was not so effective and I suggested to

put some changes on that. He started taking views of my whole team members on that particular suggestion, everyone agreed upon my suggestion and decided to change that portion. He changed that part of screen and by that he respected all other team members point of view. So I personally observed that each and every team member respects each other decisions and work. Though it was a small change everyone contributed value to that problem with enthusiasm.

1. **Feedback**