GitHub link: <https://github.com/saurabhjain071993/TEAM-02-CMPE-202>

Waffle.io link: <https://waffle.io/saurabhjain071993/TEAM-02-CMPE-202>

Week 3

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| --- | --- | --- | --- | --- |
| **Team Member** | **SJSU ID** | **XP Values** | **Design Pattern Used** | **GitHub ID** |
| Ankil Shah | 010817703 | Respect | Decorator and/or COR | Ankil0007 |
| Bhargav Jain | 010806510 | Communication | COR | jainbhargav |
| Bhavin Agrawal | 010827206 | Courage | Observer and Command | Bhavin7181 |
| Saurabh Jain | 010809344 | Simplicity | State and Prototype | saurabhjain071993 |
| Vansh Shah | 010823761 | Feedback | Factory Method | vansh007 |

**XP Values**

1. **Simplicity**
2. **Communication**
3. **Courage**

This week, I created code for Chicken movement. We were sure about what we were doing. Everybody was confident and could implement the code for their assigned tasks. The week was quite energetic and positive for us.

We made sure that nobody is stuck because of technical or functional issue. I asked my team members to report the progress as well as the blockades to each other. This way we could determine everyone's status of implementation. Initially many of my team members could not estimate the required time correctly due to unawareness of Unity, I insisted everyone to be truthful of their progress so that necessary actions can be taken to complete. As we opted for C# language for implementation, it was likely that members will encounter problems. I discussed with team and identified team members who are good at C# and then we helped each other with knowledge exchange.

Working as a team and being persistent about the tasks, we could finish them smoothly and on time. Next week we plan to finish the project with the implementation of individual's patterns within the code.

1. **Respect**
2. **Feedback**

This week we worked on the UML diagrams of the project and also worked on the coding part. We divided the UML diagrams equally and sat together to discuss all different UML diagrams. We also discussed about the coding part and divided the work equally. It was tough to get going with C#, but few team members sat together and explained us how exactly to tackle it. I started coding the Player character script where I successfully implemented the movement of player from one strip to another strip.

Now, I am planning to work with team members on generating the strips dynamically as the game needs infinite strips which is impossible to create manually. Next week we are planning to finish all the implementation and everyone will be done with the design patterns assigned to them. This was really good week with the team as we all met 2 times and discussed and implemented a lot into the project. As always I gave feedback periodically about what we have done so far and how efficiently we are doing our task.