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

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

Week 3

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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**