**Summary**

As part of this project, Team Flash came up with exciting idea of creating game about design patterns. We had brainstorming sessions and design meetings. Each of us contributed as follows -

1. Reeya worked on implementing the strategy design pattern to choose the calculation of the scores and on the memento design pattern to store the state of the game when user changes the level while playing the game.

2. Kavina was involved in the implementation of the decorator pattern to easily show the player whether the responses given were correct or incorrect and on the state pattern to deduce the score with respect to number of hint image usage.

3. Mili worked on the Template Design Pattern to abstract the loading of data and on the Observer Pattern to update the score when user submits the answer and when the score is changed, the score should be displayed appropriately.

4. Tapan worked on implementing creating builder and factory patterns. This was part of features to render difficulty levels and page navigation.