**week 5:**

In this week, we began part 2 of our project. We continue our project with a focus on implementing Scrum practices, UML designs and application of Design Patterns.

We had two meetings this week. In the first meeting, we retrospected our previous four weeks work and made a plan of what to do in next four weeks. We all chose one project deliverable from use case, user story, UI wireframes, sequence diagram and activity diagram. On Saturday, we met up in school to have the second meeting. We solved the scene-switch problem from welcome scene to game start scene, as well we discussed to fill more into our business logic, like more game status data. Just follow the blackboard and finish our own parts.

Working together as teammates for more than one mouths, we found that we can catch the meaning of each other more easier and do our project more efficiently. Everyone’s idea can be discuss by the whole team. Everyone would like to listen to other’s opinions and never judge whether it is a good one or not, since everybody’s thought be helpful and valuable. When we cooperate on projects, everyone would love to provide help, no matter it is a hard problem or an easy one. Each one of us feels be respected and valuable to this team, so we are happy to take the responsibility and do our best to make this team awesome.