**Week#1**

what is courage? Courage is the choice and willingness to confront agony, pain, danger, uncertainty or intimidation.It is a strong faith that we can do it, we can make it, no matter what kind of trouble or problem we are in! Nothing in the world is difficult if you put your heart into it!During the development of a project, there are full of  unforeseeable uncertainty. It is very common that team got stucked by some bugs during the development and the test. Sometimes, a single bug may take hours,days even weeks to solve it,especially on some big project.

So, we need to prepare ourselves, to be ready to face any problems! To help the develop the project, we should not afraid asking question to each other, we should not afraid dealing the bugs, we should not afraid the uncertainty. We are a team, with courage, we can create the whole world!

**Week#2**

We had a regular meeting yesterday after class. On the meeting, we had a discussion about the topics we choose last week. We discussed about the complexity, implement, acceptability and some other attributes about each other’s  topic. All of the team member are quite confidence about their topic. After 40 minutes discussion, we decided to choose Akshay’s topic which aimed at teaching kids the principles of binary search and linear search and help them figure out which one is faster though the game! We also assigned works to each team member, and we are so confidence that we are going to finish the project perfectly!

**Week#3**

This week, we have finalized our project topic and get the initial version of the game.

When we first discussed the feasibility of the project, we met a problem on designing the detail of the game.  We first worried that both the two players would see each other’s number while selecting.Amit came up with a good idea that we can cover the number with the ship and can only show it to each other while click on ship which perfectly solve the problem. And he also designed the first version of the GUI. All this week, we never stop discussing the project via WhatsApp and email. No matter what challenge or difficulty we met, we will solve it together!

**Week#4:**

This week our team keep working on the design of battleships. In version 3, our team member, Amit, designed the welcome screen which is awesome! It will show on the screen when we run it and disappear automatically after 3second delay. Akshay found some similar games which can help us better design the details of game. Now, we are focus on the orders of numbers and battleships, which is one of the most difficulty and important components in our project. We all are full of confidence that we all get perfect performance and teach kids understand the theory behind binary search!

**Week#5:**

We had two meetings this week, the first one was online meeting. Because it was a big raining day, so we canceled the meeting scheduled in Student Union, and decided to have online meeting instead. On that meeting, we distributed the assignments of user story, sequence diagram, activity diagram, user case and so on. Each of us in charge of one of them.

The second was in the morning before class on Saturday. We further talked about the diagrams of UML, and we also talked about the details of the game. For example, the order background in the welcome UI, and we also worked together to help solve the one of the problem during the implementation of the design.

No matter what kind of problem we have met, as far as we are a team and work together, there are always a solution. No matter it is a bad weather or debugging problem, nothing can stop our steps to move forward!

**Week#6:**

This week, we fixed a bug on our project. During the team meeting,while Akshay was testing our project, he found a bug that two players can click to remove the ship unlimited times without order, which is totally wrong!!! We we design, the two player should remove ships one by one in order. After that, Lu came up with her solution. By adding a flag to each player to help limit the action of them. And Sam helped implement and solve the problem.

In the meeting, we also decide to modify the UI which is Amit will in charge of that. Sam and me was thinking about to do some modify of world such as adding another world to our project to achieve multi-players. We also decide to add more rules to our game, to make it more interesting, we decided to make it as the best of three or five.

There are always unforeseeable thing happened while building our project. As what we always do and keep doing, with courage, we will overcome it one by one!

**Week#7:**

This week, we had some modify on our project. First, we changed our games welcome page, made it more fancy than the previous one. And we add sound to our game when player wins or lose to make it more attractive! Our team member is working on putting our game on docker to achieve multi-players. On the meeting on

Wednesday, we all agreed on use restful api which will make our game more efficient.

We also had a short meeting on Saturday before class, we talked about the work we have done and the problem we had met in the previous work. Although we keep contacting each other online while we got new ideas and problems, meeting face to face is always a better choice, which make our idea more easy to be understood.

Our project is getting way much better since our first meet as we modifying it every week. I am strongly believe that our game will win in the final!!!

**Week#8:**

We had a meeting on Saturday after class. We have finished the single-player version of our game. We simply tested it by playing together for half of our meeting. During playing the game, we discussed with each other, talking about our feeling and new idea about the game.  Luckily, there is no bug happened. But we all think there are more space to improve our game. For example, Amit pointed out that the sound we added to the game should be changed as the game is designed to kids.  And Lu think we need to hurry up to deploy our game on docker to achieve multi-player.

We also decide to invite people in campus to play our game to get their opinions. Ideas from different perspective can always help give us good hints.

For me, the most exciting section of this meeting is playing the game designed by ourself. We gained so much happiness and hard times and we finally made it. Also we have not finish our project yet, and still need to deploy it on docker, all of our team members are full of passion.