**week 3:**

In this week, we talked about the design of the game. We thought about the whole process when player play the game and how to realise all detail in perfect way. We met some problems when we talked about how to make the game into a multi-player version. It wouldn’t be a good user interface if we continue with our idea before. With a long time discussion, all of us tried to find a good solution for that. We even thought about weather we need to change a different idea soon. Finally, we found a good idea to solve the problem. We finished the first version prototype of our game. We tried to write the logic of the game and did some tests to find if it was a good algorithm to realise the game.

When we met some problems when we try to realise the game, each member gave their ideas and thought about others idea. Although we come from different countries, sometimes we met  communication gaps,  we tries our best to make our expression easy to understand and  catched others opinion as accurately as we can.  Different culture and different language  background brought some challenges for us, as the same time, we received some different experience and different friendship. That make the project became more interesting for every of us.