Agile Methods used in Jazay

- Create an issue regarding what agile practices you have employed in your project and comment on the practices that you have recognised, with a very brief explanation.

Kanban board:

We have used a kanban board to visualize the tasks as they move through the different stages of development. We used the one in Github where you put a task in To-Do and then any of the group members can pick the task and put it in progress where they work on it. Once they are done they check it as Done in the kanban board. This way has made it easy for us to communicate and work on different parts of the game.

Pair programming:

We have also implemented the practice of pair programming which revolves around having multiple sets of eyes while either writing code or making various types of tests. This practice enhances effectivity and increases speed while also minimizing the amount of errors, the way we made this happen is through sitting together after class and occasionally through Discord.