Week 1:

Continuous feedback is highly recommended in extreme programming to develop a reliable product. To analyze the system through continuous feedback and make changes if necessary can save the efforts required to fix problems near to deadline.  
Feedback is important in extreme programming because it helps to assure the quality of the product.   
  
‘Feedback’ can come from different sources. Feedback can come from the program itself by testing the code continuously using various tests, it helps developers to make any changes if necessary. One of the essential part of Agile development is feedback from client. Client can write the test to inspect the product and suggest any changes if necessary. Periodic feedback from client is necessary thus all iterations should be delivered to client. In extreme programming no one owns any code thus feedback from team on our code gives us an opportunity to write better code and to avoid any future mistakes in code.  
  
My aim is to maintain ‘Feedback’ value in our project. I will encourage team members to use unit tests to test the code. I will make sure that the feedback from client is periodic and we are providing client with each iteration in the development. Everyone’s work will be reviewed by other team members to ensure that the code written will not cause any dysfunctionality in future and is also adaptable to any changes. We are using GitHub for continuous feedback from team members and we will discuss every iteration of the project in team meetings also. My job is to encourage all team members for give their suggestions in each iteration of the development.

Week 2:

In this week, we ironed out further details of the project implementation and finalized that each of us will propose a flow chart showing what we feel should be the proposed game flow. We decided to do this to have contrasting scenarios present in front of us, so as to make a more informed decision with regards to the game's implementation. I upheld my XP value, 'feedback' by asking each team member what they thought of the team meeting, is the team meeting productive, are they getting along with the other teammates etc. so as to get their opinions and expectations on board and try to imbibe this in the next team meeting that we have.  
  
I was happy to notice that each person in the team is working as part of the whole team and able to gel well with the other teammates, accepting their negatives and complementing them on their positives. I also asked teammates to give me honest feedback about my own performance and found it to be satisfying. I am going to implement this policy of asking questions in each future team meetings as I think it will be helpful in the long run for the team to coordinate even better with each other.

Week 3:

This week was all about UML, UML and more UML! Each team member was excited about what good UML would do for our project and how we will use it to create a more effective project design. We are going to focus on sharing ideas through diagrams for the next week. I held my usual questioning session with the team members and the one change I noticed is that as each week passes, team members are getting more at ease with the project and each other. This week's team meeting was the shortest one we had yet, it lasted only about little over an hour but it was the most productive one yet. I feel that because the team members are now more comfortable with working together, it is translating into increased productivity of our work time. I will take feedback about this theory from the others next week. Meanwhile, I also want to make sure that we do not get complacent now that we have gotten better at doing our jobs in the team and settled into our roles