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

Week 4:

In this week we discussed mainly about Kanban and diagrams. Our discussion was focused at whether we are following the Kanban correctly or not. Our discussion concluded that our approach towards waffle board backlogs was not correct. Thus we decided to update our backlogs. We also discussed how to correct the flaws in our diagrams. From a feedback perspective, I took feedback from each member about working in a team and if is it helping to improve productivity.

We planned to analyze our approach and in next meeting we will discuss if any changes are required. This week’s meeting took about an hour. In this meeting, I also asked teammates to suggest if any improvement is required in team meeting procedure. We decided that we should spend some more time per meeting so that we can discuss more. This will help us to resolve flaws if any. Each team member was supportive for feedback and if there are any suggestions every team member agreed to work on them. As everyone is comfortable with their feedback I am confident that in coming weeks we  
will definitely improve our performance.

Week 5:

This week’s entry surmises all that we have achieved as a team so far. We are now halfway through our project and are starting sprints following the Scrum methodology. On asking others about their thoughts on this matter, there seems to be much excitement to see how Scrum affects development as compared to Kanban. Looking back at the work we have completed over the course of the last four weeks and the break period, there is a general satisfaction in the team about the pace of work and quality of learning that is gained by working on this project.

For my part, I am happy to say that choosing feedback as my XP value is enabling me to learn so much more than what I initially thought I would learn from it. I am now trying to implement it on each aspect of not only my programming work but also my other tasks and duties that I have to perform. Which brings me up to my conclusion for this week, XP can be a way of life for people as well as a software development methodology.

Week 6:

This week was very important, as our team is now implementing the main logic of the project. This week I took feedback from everyone about the progress of the project. It was important since we discussed about various techniques we can use to implement logic. Working on design of a project earlier to actual development helped us, as we can now focus directly on implementation. There are few changes that we need to consider, but to integrate the changes is made easy by earlier design and planning.

As my job, I have taken feedback from everyone regarding our project progress and our final outcome. There are some changes suggested by some members that will help the project outcome. Everyone is satisfied with the progress till now and everyone is ready for changes required if any. From the feedback taken from team members, it is clear that using Scrum is helping for continuous outcomes. Everyone is happy because project is now taking the shape we desired earlier in planning and designing. We are now familiar with Scrum and experiencing the difference between Kanban and Scrum.

Week 7:

In this week we discussed the progress made so far with relation to the server side implementation better stated as the server side logic of the game. Another interesting point to note is that there were conflicts with regards to the number of rounds to be hosted when a player plays the game. Feedback received from different team members varied significantly in this issue. It is still in status quo.

My task for this week would be to try to constructively use this feedback to alter the status quo. Only client side implementation of the game logic remains a worry on our minds except this pressing issue. As the days become lesser and deadlines become starker the value of implementing are chosen xp values becomes more apparent to me. To conclude I can state that scrum has both advantages and disadvantages over kanban but implementation of xp values continues to remain the same.

Week 8:

This was our final week and work moved forward at a feverish pace. There was excitement in everyone as the project was nearing culmination but along with that there was a feeling of sadness as well. We realized there would be no more scrum meetings and all of us really bonded in those meetings. Coming from different backgrounds and cities to San Jose, neither of us really knew anyone and these meetings while serving their purpose also served as a platform for us to bond.

We bonded over XP values, design patterns and Java code which would seem odd I guess to anyone who is not familiar with the IT paradigm. As far as my XP value “Feedback” is concerned, this week was more about gathering feedback from the people around us rather than from us within a team as we finalized UI design and wanted opinions on how the game looked. Logic for client and server side was already implemented and tested and so focus shifted to core UI. Feedback was positive and this experience has finally culminated. Now on for the competition and hopefully it will bring good tidings.