

Siddharth Daftari:

XP core value: Communication

Quite some progress this week. Especially in terms of communication. Like every other week so far, the team met to discuss further tasks and the current progress. Since we have recently moved to the burndown chart, we spent quite some time discussing the task breakdown for each of us. We tried to achieve maximum parallelization so that our productivity can be increased. The tasks are broken down in smaller tasks so that each member can focus on a different aspect of the project.

I hosted WebEx meetings for the team so that they could quickly log in and discuss concerns. Given that communicating concerns is a very important of any ongoing project. I encouraged the team more than ever to do so, since we had just discovered new concepts and technologies like Docker, Amazon Web Services, etc. I had realized that the team is now working on two things in parallel at the same time. The first is to keep developing over the current version of the game, and fix issues. The second is to come up with a plan on deploying the game to cloud and allow multiple players to interact with each other on a single game. The team effectively shared and brainstormed ideas for the same. We settled on something that can be easily implemented. All the while, I have been documenting and delegating tasks to the rest of the team so they can have a go to document (the burn down chart) when in doubt.