**Team Project - Journal**

**Simplicity**

In the of practice of Extreme Programming , Simplicity plays a very important role.

Simplicity ‘simply’ means that “concentrate on today’s work”. It follows an approach in which - in first phase, a team focuses on building a Simple solution probably because of factors such as, requirements might change or there are two many unknowns at first.

More functionalities can be added later on when need arises.

Implementing Simplicity in the project can also improve communication, as simple design and coding will definitely be more convenient to communicate among the development team.

Additionally, as at the start of the project, no one is sure that which requirements will be essential and which will be extraneous, so using simplicity we can follow “You aren’t gonna need it”(YAGNI) approach. Which state that programmers should not add more functionality to the project until it’s deemed necessary. Because requirements might become irrelevant and if so all the time and money spent on the implementing that will go to waste.

As we are at start of our project, with a team of five people who don’t know much about each other’s technical skills and depth and breadth about the subjects, i believe that keeping a project simple at the start can lead to greater good and efficient solution. As we are finalizing our project, there are many unknowns, we haven’t decided yet that how we can expand our initial solution. So it will be better that we start with simple solution of our project, which will give us not only confidence but also the facility of expanding the projects by incorporating additional features later on like adding an Object Oriented approach, design patterns et cetera.

In our first meeting, we have all decided to follow approach of Simplicity by designing and coding in a simple approach, covering requirements in phase by phase manner.

These are key values of Simplicity which i learned from variety of sources and i along with the team surely try to incorporate Simplicity Value into our programming so that we can follow best practices of Extreme programming.