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XP Core Value: Courage

This week was a milestone for the team’s game development. We finished the first iteration of the Single Player game. We scrapped out certain modules of the code since we went in another direction about the ship traversing from one island to the other. This, I think is a perfect example of implementing courage as an XP core value.

Also, we will soon turn this into a multiplayer game. The team was not quite sure on how to develop the multiplayer game. We had to act quickly and meet the professor. It was a good move on the team’s part since this we got to know that we could wait for the professor’s class on using Docker, and AWS. Although we do have the courage to scrap out pieces or modules of code, we do know that it would be redundant to code something on premise and then move that to the cloud.