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XP Core Value: Courage

Another important week. Well, actually it was two weeks. We improved our version of the single player game. It took quite a few iterations. We now have a very solid wireframe that we can use for the progressive iterations of the game. We had to scrap out certain vital ideas, which included scrapping out code, or design ideas. The team understood the importance of doing so even without me having to handle it. This I think is the very idea of the team to implement XP core value: courage as a whole.

Another very noticeable achievement is our first sprint meeting. We met to discuss the backlog items and its respective tasks. It was very productive since we jotted down most of the tasks for the next 4 weeks. We will be updating the backlog items as and when required.

I’m willing to ensure that the team keeps an open mind and be ready to throw out code modules in case it doesn’t go anywhere.