**XP Value: Simplicity**

#week 1.Simplicity can be achieved by perfect co-ordination and communication. Initially, we were heading to include the various complexities in order to make the project more attractive. But, using my value of Simplicity, I suggested everyone come up with a simple but interesting story of their own imagination and then we all will come to a single story.

#week 2. Simplicity is achieved in my project by dividing our first task into several independent modules in which we have implemented the basic functionality of each stage like walking off a character, powers of a character etc. So, basically, I have made learning easy for everyone by implementing simple modules and hence Simplicity is achieved

#week 3. In the third week when we all are done with our requirements specification and strategy, now it was the time to decide where to start from and for that I have divided each stage into small modules depending upon the interest and efficiency of each member in the group which has made the implementation part quite simple and easy with having clearly defined roles and responsibilities of each member in the group.We have divided our work into small modules which are assigned to each member separately and each one of us has to finish those modules within given time frame. So, dividing and partitioning this work into small modules had made or work quite simple and achievable within a week's time frame else we might have to struggle in when to do what kind of scenario and the team had ended up into wasting time on these issues. Hopefully, we will be able to complete those tasks as they are being assigned according to there interest and efficiency.

#week 4. The need for our project at this point was to start the designing phase so I decided to test what are the possible design patterns that can be suitable for our project. From this week we have also started collecting background scenes so that in future we can cut short them and finalize among then and for that, I have made sure to avoid the unimportant things and to implement that I have decided to take small steps and divided modules among all the group members.

Till now we have used Simplicity in a very good way i.e. we have finished most of the tasks assigned to each one of us and even in given time frame but now as the weeks are less and hence I have decided to have this week little more work than the previous ones so that we can manage time for enhancements after the first draft of our project. So, my XP value will be at test especially in this week.

#week 5. This week we have started giving the final shapes to our each stage after 4 weeks of rigorous learning and hence started collaborating each others work. For selecting the design patterns I had asked each of my team members to first come up with their design pattern which they can use in there stage and then we all together had decided when and where we can use the particular design pattern.

Using Simplicity, the selection of decision pattern became quite easy and the major portion of integrating the project has also become easy as we have decided to take care of integration parallely while development only. Therefore, we are going good without any problem and difficulty with implementing Simplicity. Simplicity made our task easy and organised.

#week6. This week finally we were ready with our own modules and hence the obvious question was how to integrate each of our own modules? So, for that having Simplicity as my XP value I had suggested to start integrating the project from now. So from now we will build game in group of two each start integrating things within two first and then after that we all four can together sit and integrate our whole game of four stages.

We were also facing concern for consistency in all four levels. But using my Simplicity value I made this simple as well. I suggested all to have some common modules like health bar, screen size, character look and feel and some common powers in each level etc. Hence while integrating we will consider having these and some more features to be common before integrating it actually. Hence, in this way using my XP value i.e. Simplicity I had made all the problems simple in our project.

#week7. This week we all were ready with our own working modules and we started integrating. Initially, integrating was looking like a big heck but using my value Simplicity I suggested to start integrating in the way that we are building a new fresh game together and this helped us in integrating all the 4 stages in a one single game. We haven’t done much yet but still we have made a good start I must say. Hence overall we are going good in a consistent manner.

#week8. This week we all struggled somewhat initially while integrating but using my xp value Simplicity we made integrating easy by making each class with different names and then finally we collaborated our work and levels to make one single game.