**Journal Entry #4 on XP Value Feedback**

* In this week we decided about which actors we can implement in the “GENUS” game which is based on “Bubble Sort” algorithm technique and which we can implement on the greenfoot platform.
* Based on the feedback from all the team members, we decided the actors and the flow of the game.
* We also discussed with some of our seniors and obtained feedback from them about the flow of the game. Based on the feedback obtained, we tried to modify the flow in order to write optimized code.
* We met twice in this week and started developing the basic functionality of the game We distributed development tasks among ourselves so that we all can get hands on experience in Game Development using Java.
* All the team members regularly checked all other team members’ work and gave me feedback about the implementation of the Object Oriented concepts that can be used in a better way to implement the game.
* We also assigned the new tasks to all the team members on waffle board and in the next week we will continue our development.