**Journal Entry by Anudeep Rentala - Feedback**

I have selected Feedback as an extreme programming values for our project and will keep a record of this value throughout the project for our team.

* In the second week, we have started to see some of the core principles of Extreme Programming really take shape, in particular, feedback.
* Our second week was all about reviewing and shortlisting ideas. On our Monday call, every team member presented their ideas and gave feedback on each other’s ideas. Not only did this help shortlist ideas but also we ended up improving on each other’s ideas.
* But shortlisting ideas was just the initial step. Our next step was finalizing on one idea. This was where it got tough, everyone had their ideas, and we had long discussion on which one to pick. Finally, we unanimously took a call to get the professors opinion on our ideas and his recommendations.
* We met the professor on Saturday after class and his feedback was really helpful in helping us see the right way of shortlisting ideas. We decided to take his feedback and came up with a plan of action and created backlogs on the same.

Overall, as a team we are progressing and learning to provide honest feedback. We still haven’t started development yet and we have a long way to go for us to fully realize the vision we have as a team. For the following week, I have set a target for myself and the team:

* To pick our target audience and gather feedback on our games and ideas. To iteratively develop the idea and come up with the Minimal Viable Product
* To continue receiving feedback from different stakeholders on our ideas and to finalize on the one game we plan to develop.