**Journal Entry by Swathi Koduri- Respect**

Respectis my core XP value for this project and I will be documenting how this value is kept up in the team and ensure everybody on the team is valued. Respect is a value which is very dependent on the other values because the team should have good communication between members to know how everybody feels.

During the second week of our project, we held a project meeting to discuss and decide on the activity we wanted to implement. During the meeting, to ensure everyone is valued and respected, we followed these steps:

* Everyone on the team voted to decide on which platform to build our game on and we decided on Greenfoot.
* The ideas and opinions of all the team members on various topics were collected and discussed.
* Everyone was given time to explain about the activities which they found interesting.
* After all the team members expressed their ideas, we have shortlisted three topics:

1. Finite State Automata- Treasure Island
2. Minimal Spanning Tree- Muddy Roads
3. Programming Language- Harold the Robot.

* The team decided to discuss these with the professor regarding the feasibility and then decide on one activity.
* We have decided to meet with a possible user group and explain our game and gather some requirements.

In the coming weeks and during the course of this project, I will try to see that our team follows these principles:

* The whole team works towards the goals and everyone feels responsible for the results.
* Everyone on the team should work together and help other team members in their tasks.
* Everybody should feel respected enough to ask doubts no matter how simple his problems might look like to the more experienced team members.
* Even if a team member makes a mistake, the whole team should help them and not criticize them about the mistake.
* Taking everybody’s view on one topic helps view the issue from different perspectives because everyone has varied views.